STARFINDER®

SECOND EDITION

PLAYER CORE

Jessica Catalan, Thurston Hillman, Jenny Jarzabski,
Mike Kimmel, and Dustin Knight

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CHAPTER 1: INTRODUCTION

Starfinder is a science fantasy tabletop roleplaying game (RPG) where you and a group of friends gather to play out a story of daring adventurers exploring a galaxy filled with impossible magic, amazing technology, and fantastical alien cultures. More importantly, Starfinder is a game where your character's choices determine how the story unfolds.

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CHARACTER SHEET

Starfinder takes place following the Gap, an era of collective memory loss. Explore a galaxy full of magic and mystery, from the vibrant worlds and bustling satellites of the Pact Worlds to cosmic wonders and warring civilizations in Near Space or the distant regions of the perilous Vast. A Starfinder character's adventures might take them to sleepless megacities full of technological marvels, rugged alien planets prowled by dangerous monsters, or magical installations orbiting distant stars. Worlds of endless possibility await!

THE FIRST RULE

The first rule of Starfinder is that this game is *yours*. Use it to tell the stories you want to tell, be the character you want to be, and share exciting adventures with friends. If any other rule gets in the way of your fun, you can alter or ignore it to fit your story as long as your group agrees. The true goal of Starfinder is for everyone to enjoy themselves.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is an interactive story where one player, the Game Master (GM), sets the scene and presents challenges, while other players take the roles of player characters (PCs) and attempt to overcome those challenges. Danger comes in the form of monsters, hostile tech, and alien environments, but Starfinder conflicts also involve political schemes, puzzles, interpersonal drama, and more.

The game is typically played in a group of four to seven players, with one of those players serving as the group's GM. The GM prepares, presents, and presides over the game's setting and story, posing challenges and playing adversaries, allies, and bystanders alike. As each scene flows, every player contributes to the story, responding to situations according to the personality and abilities of their character. Combined with preassigned statistics, dice rolls add an element of chance to the game and determine whether characters succeed or fail at actions.

THE FLOW OF THE GAME

Starfinder is played in sessions during which players gather in person or online for a few hours to play the game. A complete story can be as short as a single session, often referred to as a "one-shot," or it can stretch for multiple sessions, forming a campaign that might last for months or even years. If the GM enjoys telling the story and the players are entertained, the game can go on for as long as you like.

A session can be mostly action, featuring battles with ferocious monsters, hacking computer terminals and magitech traps, and the completion of heroic missions. Alternatively, it could include unionizing miners on an asteroid teeming with megafauna, infiltrating a galactic empire's military, or bargaining with enigmatic spectras for a starship's speedy passage through the Drift. Ultimately, it's up to you and your group to determine what kind of game you're playing, from exploration of uncharted space to an intergalactic political drama, or anything in between.

THE PLAYERS

Everyone involved in a Starfinder game is a player, including the Game Master, but for the sake of simplicity, "player" usually refers to participants other than the GM. Before the game begins, players invent a history and personality for their characters, using the rules to determine their characters' statistics, abilities, strengths, and weaknesses. The GM might limit the options available to the players during character creation, but these restrictions should be discussed ahead of time so everyone can create interesting heroes. In general, the only limits to character concepts are the players' imaginations and the GM's guidelines.

During the game, players describe the actions their characters take and roll dice, using their characters' abilities. The GM resolves the outcome of these actions. Some players enjoy acting out (or roleplaying) what they do as if they were their characters, while others describe their characters' actions as if they were telling a story. Do whatever feels best!

If this is your first experience with a roleplaying game, it's recommended that you take on the role of a player to familiarize yourself with the rules and the galaxy.

DICE

Starfinder requires a set of polyhedral dice. Each die has a different number of sides—four, six, eight, or more. When these dice are mentioned in the text, they're indicated by a "d" followed by the number of sides on the die. Starfinder uses 4-sided dice (or d4), 6-sided dice (d6), 8-sided dice (d8), 10-sided dice (d10), 12-sided dice (d12), and 20-sided dice (d20). If you need to roll multiple dice, a number before the "d" tells you how many. For example, "4d6" means you should roll four dice, all 6-sided. If a rule asks for d%, you generate a number from 1 to 100 by rolling two 10-sided dice, treating one as the tens place and the other as the ones place.

THE GAME MASTER

While the other players create and control their characters, the Game Master (or GM) is in charge of the story and setting. The GM describes all the situations the player characters experience in an adventure, considers how the actions of player characters affect the story, and interprets the rules along the way. The Game Master uses the rules and advice found in *Starfinder GM Core*.

The GM can create a new adventure—crafting a narrative, selecting monsters, and assigning rewards on their own—or they can instead rely on a published adventure, using it as a basis for the session and modifying it as needed to accommodate their individual players and the group's style of play. Some GMs run games that combine original and published content, mixing both together to form a new story.

Being the GM is a challenge, requiring you to adjudicate the rules, narrate the story, and juggle other responsibilities. But it can also be very rewarding and worth all the work required to run a good game. If it's your first time running a game, remember that the only thing that matters is that everyone, including you, has a fun time. Everything else will come naturally with practice and patience.

GAMING IS FOR ALL

Whether you're the GM or a player, participating in a tabletop roleplaying game includes a social contract: everyone's gathered together to have fun. For many, roleplaying is a way to escape the troubles of everyday life. Be mindful of everyone at the table and what they want out of the game; when a group gathers for the first time, they should talk about what they hope to experience at the table, as well as any topics they'd like to avoid. Everyone should understand that elements might come up that make some players feel uncomfortable or even unwelcome, and everyone should agree to respect those boundaries during play. That way, everyone can enjoy the game together.

Starfinder is a game for everyone, regardless of their age, gender, race or ethnicity, religion, sexual orientation, or any other identities and life experiences. It's the responsibility of all of the players, not just the GM, to make sure the game is fun and welcoming for everyone.

TOOLS OF PLAY

In addition to this book, there are a few things you will need to play Starfinder. These supplies can be found at your local hobby shop or online at **paizo.com**.

Character Sheet: Each player needs a character sheet to create their character and to record what happens to them during play. You can find a character sheet in the back of this book and online as a free PDF.

Dice: The players and GM need at least one set of polyhedral dice, although most participants bring their own. Six-sided dice are quite common, but all the dice in the set can be found at hobby game stores or online. See the Dice sidebar for an overview of the different kinds of dice and how they are discussed in the text.

Adventure: Every group needs an adventure to play, whether it's designed by the GM or found in a published resource. You can find a variety of exciting adventures and even entire Adventure Path campaigns at **paizo.com**.

Starfinder Alien Core: From the vanguard components of the Swarm to immensely powerful starmetal dragons, monsters are a common threat that the PCs might face, and each type has its own statistics and abilities. These can be found in *Starfinder Alien Core*, an invaluable book for GMs. Monster statistics can also be found online for free at **paizo.com/prd**.

Maps and Miniatures: The chaos of combat can be difficult to imagine, so many groups use maps to represent the battlefield. These maps are marked with a 1-inch grid, and each square usually represents 5 feet in the game. Miniatures and illustrated tokens called pawns are used to represent the characters and the adversaries they face.

BASICS OF PLAY

Before creating your first character or adventure, you should understand a number of basic concepts used in the game. New concepts are presented in bold to make them easy to find, but this chapter is only an introduction to the basics of play. The complete game rules are defined in later chapters, and the Glossary and Index in the back of this book will help you find the specific rules you need.

DEFINING CHARACTERS

In Starfinder, the players take on the role of **player characters (PCs)**, while the Game Master portrays **nonplayer characters (NPCs)** and **monsters**. While PCs and NPCs are both important to the story, they serve very different purposes in the game. PCs are the protagonists—the narrative is about them—while NPCs are allies, contacts, adversaries, and villains. That said, PCs, NPCs, and monsters share several characteristics.

Level is one of the most important statistics of the game, as it conveys the approximate power and capabilities of every individual creature. PCs range in level from 1st, at the start of the character's adventuring career, to 20th, the very height of power. As the characters overcome challenges, defeat foes, and complete adventures, they accumulate **Experience Points (XP)**. Every time a character amasses 1,000 XP, they go up a level, gaining new abilities so they can take on even greater challenges. A 1st-level PC might face off against a rampant assembly ooze or a hardlight scamp, but at 20th level, that same character might be able to decimate an army with a supermassive black hole or trade blows with a god.

In addition to level, characters are defined by **attributes**, which measure raw potential and are used to calculate most of their other statistics. There are six attributes in the game. **Strength** represents a character's physical might, while **Dexterity** represents agility and their ability to avoid danger. **Constitution** indicates a character's overall health and well-being. **Intelligence** represents raw knowledge and problem-solving ability, while **Wisdom** measures a character's insight and their ability to evaluate a situation. Finally, **Charisma** indicates charm, persuasiveness, and force of personality. Attribute modifiers for ordinary creatures range from as low as –5 to as high as +5, with +0 representing average human capabilities. High-level characters can have attribute modifiers that range much higher than +5. An attribute modifier above the average increases your chance of success at related tasks, while those below the average decrease your chance.

Your player character is also defined by some key choices you make. The first choice is a PC's **ancestry**, representing the character's parents and heritage, such as barathu, human, or vesk. Next up is the PC's **background**, which describes their upbringing, from sly smuggler to famous icon. Finally, and most importantly, a PC's **class** defines the majority of their aptitudes and abilities, like a soldier's training to put down heavy fire or a witchwarper's knack for altering reality.

In addition to these key choices, PCs also have a number of **feats**—individual abilities selected during character creation and as the character increases in level. Every feat has a type to denote where its explanation can be found (for example, android feats can be found in the android ancestry) and its theme (mystic feats, for example, grant abilities that deal with spells). Finally, characters have **skills** that measure their ability to treat wounds, use computers, pilot vehicles, and perform other common tasks.

CREATING A NARRATIVE

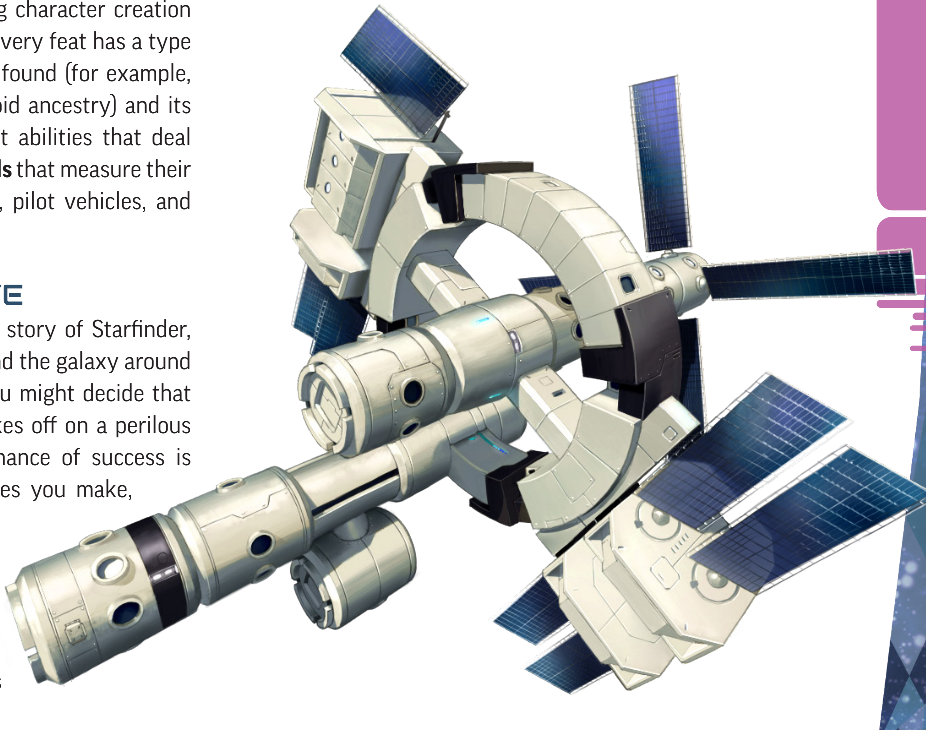
Characters and their choices create the story of Starfinder, but how they interact with each other and the galaxy around them is governed by rules. So, while you might decide that your character steals a starship and takes off on a perilous interstellar journey, your character's chance of success is determined by their abilities, the choices you make, and the roll of the dice.

The GM determines the premise and background of most adventures, although character histories and personalities should also play a part. Once a game session begins, the players take turns describing what their characters attempt to do, while the GM determines the outcome, with everyone working together to create the story. The GM also describes the environment, other characters' actions, and events. For example, the GM might announce that the PCs' home world is under attack by the Swarm. The characters might fight off the first strike, then track the invaders back to a planetoid in the Vast—just as a jinsul raiding party arrives! The PCs have the choice of battling Swarm emganats, fending off jinsul invaders, or both. Whatever they decide, their success depends on their choices and their die rolls.

A single narrative—including the setup, plot, and conclusion—is called an **adventure**. A series of adventures creates an even larger narrative called a **campaign**. An adventure might take several sessions to complete, whereas a campaign might take months or even years!

THE GALAXY AS A PARTICIPANT

Aside from characters and monsters, the galaxy of Starfinder itself can be a force at the table and in the narrative. While the presence of the larger setting can sometimes be an obvious hazard, such as when a firestorm rages through an alien jungle, the setting can also act in subtler, smaller ways. Traps and treasures are just as important in many tales as monstrous foes. To help you understand these game elements, many of them use the same characteristics as characters and monsters. For example, most environmental hazards have a level that indicates how dangerous they are, and the level of a magic item gives you a sense of its overall power and impact on a story.



PLAYING THE GAME

In a Starfinder game, three modes of play determine the pacing of each scene in the story. Most of your character's time is spent in **exploration**, uncovering mysteries, solving problems, and interacting with other characters. The galaxy is filled with danger, however, and characters often find themselves in an **encounter**, fighting hostile parties when negotiations go south and battling fearsome alien monsters. Finally, time moves quickly when the characters enjoy **downtime**, a respite from the galaxy's troubles and a chance to rest and train for future activities. Throughout an adventure, gameplay moves between these three modes many times, as needed for the story. The more you play the game, the more you'll see that each mode has its own play style, but moving from mode to mode has a few hard boundaries.

During the game, your character will face situations where the outcome is uncertain. A character might need to navigate while inside the Drift, survive in an alien desert, or sneak past a corporate security robot, all of which are dangerous tasks with a price for failure. In such cases, the acting character (or characters) is asked to attempt a **check** to determine whether or not they succeed. A check is usually made by rolling a single 20-sided die (a d20) and adding a number based on the relevant attribute. In such cases, rolling high is always good.

Once a check is rolled, the GM compares the result to a target number called the **difficulty class (DC)** to determine the outcome. If the result of the check is equal to or greater than the DC, the check is successful. If it's lower, the check is a failure. Beating the DC by 10 or more is referred to as a **critical success**, which usually grants an especially positive outcome. Similarly, failing the check by 10 or more is a **critical failure** (sometimes called a fumble). This sometimes results in additional negative effects. You also often score a critical success by rolling a 20 on the die when attempting a check (before adding anything). Likewise, rolling a 1 on the die when attempting a check often results in a critical failure. Note that not all checks have a special effect on a critical success or critical failure, and such results should be treated just like an ordinary success or failure instead.

For example, while aboard a starship traveling to a faraway world, your character might find a faster route through an uncharted asteroid field. You decide to go for it, but the GM declares this a dangerous task and asks you to roll a Piloting skill check (since navigation is covered by the Piloting skill). On your character sheet, you see that your character has a +8 modifier for such checks. Rolling the d20, you get an 18, for a total of 26. The GM compares this to the DC (which was 16) and finds that you got a critical success (since the result exceeded the DC by 10). Your character charts a safe path around every asteroid without scratching the hull. Had you gotten a result less than 26 but equal to or greater than 16, your character's route would've taken your ship halfway through the debris field. Had your result been less than 16, your character might have gotten lost among the spinning chunks of rock and ice or, on a critical failure (6 or less), crashed the ship into one of them!

Checks like this are the heart of the game and are rolled all the time, in every mode of play, to determine the outcome of tasks. While the roll of the die is essential, the statistic you add to the roll (called a **modifier**) often makes the difference between success and failure. Every character is made up of many such statistics governing what the character is good at, each consisting of a relevant attribute modifier plus a **proficiency bonus**, and sometimes modified further by other factors, such as bonuses or penalties from gear, spells, feats, magic items, and other special circumstances.

Proficiency is a simple way of assessing your character's general level of training and aptitude for a given task. It's broken into five different ranks: **untrained**, **trained**, **expert**, **master**, and **legendary**. Each rank grants a different proficiency bonus. If you're untrained at a statistic, your proficiency bonus is +0; you must rely solely on the raw potential represented by your attribute modifier. If your proficiency rank for a statistic is trained, expert, master, and legendary, your bonus equals your character's level plus another number based on the rank (2, 4, 6, and 8, respectively). Proficiency ranks are part of almost every statistic in the game.

EXPLORATION

Most of the time, your character will explore an environment, interact with other characters, travel from place to place, and overcome challenges. This is called exploration. Gameplay is relatively free-form during exploration, with players responding to the narrative whenever they have an idea of what to do next. Ransacking an abandoned warehouse and riding a crowded gravtrain are both examples of exploration.

Leaving a city aboard an enercopter, spotting signs of a marauding kyokor, predicting the path the kyokor might take through the badlands, and convincing local wasteland scavengers to help lure the monster away from the city's outskirts are all examples of things that might occur during exploration.

Throughout this mode of play, the GM asks the players what their characters are doing as they explore. This is important in case a conflict arises. If combat breaks out, the tasks the PCs undertook while exploring might give them an edge or otherwise inform how the combat begins.

ENCOUNTERS

During your adventures, there will be times when a simple skill check is not enough to resolve a challenge—when vicious monsters or ruthless enemies attack your character and the only choice is to fight back. In Starfinder, this is called an encounter. Encounters usually involve combat, but they can also be used in situations where timing is critical, such as during a chase or when avoiding hazards. Encounters might also involve socializing or negotiating in a tense situation.

While exploration is handled in a free-form manner, encounters are more structured. The players and GM roll **initiative** to determine who acts in what order. The encounter occurs over a number of **rounds**, each of which is equal to about 6 seconds of time in the world of the game. During a round, each participant takes a **turn**. When it's your turn to act, you can use up to three **actions**. Most simple things, such as drawing a weapon, moving a short distance, opening a door, or firing a laser pistol, use a single action to perform. There are also **activities** that use more than a single action to perform; these are often special abilities from your character's class and feats. One common activity in the game is casting a spell, which usually uses two actions.

Free actions, such as dropping an object, don't count toward the three actions you can take on your turn. Finally, each character can use up to one **reaction** during a round. This special type of action can be used even when it's not your turn, but only in response to certain events, and only if you have an ability that allows it. Envoys, for example, can select a feat that lets them use their reaction to warn an ally about incoming fire.

Attacking another creature is one of the most common actions in combat and is done by using the **Strike** action. This requires an attack roll—a kind of check made against the **Armor Class (AC)** of the creature you're attacking. Strikes can be made using weapons, spells, or even parts of a creature's body, like a claw, fist, or tail. You add a modifier to this roll based on your proficiency rank with the type of attack you're using, your attributes, and any other bonuses or penalties based on the situation. The target's AC is calculated using their proficiency rank in the armor they're wearing and their Dexterity modifier. An attack deals damage if it hits, and rolling a critical success results in the attack dealing double damage!

You can use more than one Strike action on your turn, but each additional attack after the first becomes less accurate. This is reflected by a **multiple attack penalty** that starts at –5 on the second attack, but increases to –10 on the third. There are many ways to reduce this penalty, and it resets at the end of your turn.

If your character finds themself the target of a magical *mind skewer* or caught in the path of area fire from a flamethrower, you'll be called on to attempt a **saving throw**, representing your character's ability to avoid danger or otherwise withstand an assault to their mind or body. A saving throw is a check attempted against the DC of the spell or special ability targeting your character. There are three types of saving throws, and a character's proficiency in each says a great deal about what they can endure. A **Fortitude** saving throw is used when your character's health or vitality is under attack, such as from poison or disease. A **Reflex** saving throw is called for when your character must dodge away from danger, usually something that affects a large area, such as the burst of vines from a *verdant code* spell or the fiery explosion from a grenade. Finally, a **Will** saving throw is often your defense against spells and effects that target your character's mind, such as a *phantasmal fleet* or *vibe check* spell. For all saving throws, a success lessens the harmful effect, and scoring a critical success usually means your character escapes unscathed.

Attacks, spells, hazards, and special abilities frequently either deal **damage** to a character or impose one or more **conditions**—and sometimes both. Damage is subtracted from a creature's **Hit Points (HP)**—a measure of health—and when a creature is reduced to 0 HP, it falls unconscious and may die! A combat encounter typically lasts until one side has been defeated, and while this can mean retreat or surrender, it often happens because one side is dead or dying. Conditions can hinder a creature for a time, limiting the actions they can use and applying penalties to future checks. Some conditions are even permanent, requiring a character to seek out powerful magic or advanced technologies to undo their effects.

DOWNTIME

PCs don't have to spend every waking moment adventuring. They might also recover from wounds, craft specialty goods, explore a new location and recruit allies, surf the infosphere, or work a part-time job. In Starfinder, this is called downtime, and it allows time to pass quickly while characters work on long-term tasks or objectives. Most characters can work in downtime, earning a few credits, but those with the right skills can also spend time crafting or inventing new equipment. Characters can also use downtime to retrain, replacing one character choice with another to reflect their evolving priorities. They might also research a problem, learn new spells, enjoy a city's nightlife, or even command a starship fleet or run a space station! Downtime might be split between roleplaying scenes, discussions of your character's (or party's) long-term plans, and skill checks meant to represent days or weeks of progress toward those goals.

KEY TERMS

There are a number of important terms that you'll need to know as you create your first character or adventure. Some of the most important terms mentioned on previous pages are also included here for reference.

Action

During encounters, each creature gets three actions during their turn. These actions are spent to attack, interact with objects, move, and use special abilities. Actions available to all characters can be found in Chapter 8.

Ancestry

An ancestry is the broad family of people that a character belongs to. Ancestry determines a character's starting Hit Points, languages, senses, and Speed, and it grants access to ancestry feats. Ancestries can be found in Chapter 2.

Armor Class (AC)

All creatures in the game have an Armor Class. This score represents how hard it is to hit and damage a creature. It serves as the Difficulty Class for hitting a creature with an attack.

Attack

When a creature tries to harm another creature, it makes a Strike or uses some other attack action. Most attacks are Strikes made with a weapon, but a character might Strike with their fist, grapple or shove with their appendages, or attack with a spell.

Attribute Modifier

Each creature has six attribute modifiers: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each of these numbers represents a creature's raw potential and general training. Attributes are described in full later in this chapter.

Background

A background represents what a character experienced before they became an adventurer. Each background grants a feat and training in one or more skills. You can read more about backgrounds in Chapter 2.

Bonuses and Penalties

Bonuses and penalties apply to checks and certain statistics. There are several types of bonuses and penalties. If you have more than one bonus of the same type, you use only the highest bonus. Likewise, you use only the worst penalty of each type.

Check

When a character attempts an action where success is uncertain, they may roll a check. This is a roll of one 20-sided die plus the named proficiency bonus. For example, a Perception check would add your Perception proficiency.

Class

A class represents the adventuring profession chosen by a character. A character's class determines most of their proficiencies, grants the character Hit Points each time they gain a new level, and gives access to a set of class feats. Classes appear in Chapter 3.

Condition

An ongoing effect that changes how a character can act, or that alters some of their statistics, is called a condition. The rules for the basic conditions used in the game can be found in the Conditions Appendix at the back of this book.

Currency

The most common currency in the game is credits. Characters begin play with 150 credits to spend on equipment.

Feat

A feat is an ability you can select for your character due to their ancestry, background, class, general training, or skill training. Some feats grant the ability to use special actions, while others make your existing actions more effective.

Game Master (GM)

The Game Master is the player who adjudicates the rules and narrates the various elements of the Starfinder story and world that the other players explore. The GM uses the rules found in *Starfinder GM Core*.

The Galaxy

Starfinder is set in the Pact Worlds, a system of allied planets that was once home to the lost world Golarion, though many adventures explore the wider galaxy. More information about the galaxy can be found on page 30 and in *Starfinder Galaxy Guide* and *Starfinder GM Core*.

Hit Points (HP)

Hit Points represent the amount of punishment a creature can take before it falls unconscious and begins dying. Damage decreases Hit Points on a 1-to-1 basis, while healing restores Hit Points at the same rate.

Initiative

At the start of an encounter, all creatures involved roll for initiative to determine the order in which they act. The higher the result of its roll, the earlier a creature gets to act. Initiative and combat are described in Chapter 8.

Level

A level is a number that measures something's overall power. Player characters have a level, ranging from 1st to 20th, representing their level of experience. Monsters, NPCs, hazards, diseases, and poisons have levels ranging from –1 to 30 that measure the danger they pose. An item's level, usually within the range of 0 to 20 but sometimes higher, indicates its power and suitability as treasure.

Nonplayer Character (NPC)

A nonplayer character, controlled by the GM, interacts with players and helps advance the story.

Perception

Perception measures your character's ability to notice hidden objects or unusual situations, and it usually determines how quickly the character springs into action in combat. It's described in full in Chapter 9.

Player Character (PC)

This is a character created and controlled by a player.

Proficiency

Proficiency is a system that measures a character's aptitude at a specific task or quality, and it has five ranks: untrained, trained, expert, master, and legendary. Proficiency gives you a bonus that's added when determining the following modifiers and statistics: AC, attack rolls, Perception, saving throws, skills, and the effectiveness of spells. If you're untrained, your proficiency bonus is +0. If you're trained, expert, master, or legendary, your proficiency bonus equals your level plus 2, 4, 6, or 8, respectively.

Rarity

Some elements of the game have a rarity to denote how often they're encountered in the game world. Rarity primarily applies to equipment and magic items, but spells, feats, and other rules elements also have a rarity. If no rarity appears in the traits of an item, spell, or other game element, it's of common rarity. Uncommon options are available only to those who have special training, grew up in a certain culture, or come from a particular part of the galaxy. This can be explained with an "Access" entry, explaining criteria for characters to choose it as a common option. Rare options are difficult to find and are usually given out only by the GM, while unique ones are literally one-of-a-kind in the game. The GM might alter the way rarity works or change the rarity of individual items to suit the story they want to tell.

Roleplaying

Describing a character's actions, often while acting from the perspective of the character, is called roleplaying. When a player speaks or describes action from the perspective of a character, they are "in character."

Round

A round is a period of time during an encounter in which all participants get a chance to act. A round represents approximately 6 seconds in game time.

Saving Throw (Save)

When a creature is subject to a dangerous effect that must be avoided, it attempts a saving throw to mitigate the effect. You attempt a saving throw automatically—you don't have to use an action or a reaction. Unlike for most checks, the character who isn't acting rolls the d20 for a saving throw, and the creature who is acting provides the DC.

There are three types of saving throws: Fortitude (to resist diseases, poisons, and physical effects), Reflex (to evade effects a character could quickly dodge), and Will (to resist effects that target the mind and personality).

Skill

A skill represents a creature's ability to perform certain tasks that require instruction or practice. All characters are trained in certain skills due to their background and class. Skills are fully described in Chapter 4. Each skill includes ways anyone can use that skill even if untrained, as well as uses that require a character to be trained in the skill.

Speed

Speed is the distance a character can move using a single action, measured in feet.

Spell

Spells are magical effects created by performing mystical incantations and gestures. Casting a spell is an activity that usually uses two actions. Each spell specifies what it targets, the actions needed to cast it, its effects, and how it can be resisted. If a class grants spells, the basics of that ability are provided in the class description in Chapter 3, while the spells themselves are detailed in Chapter 7.

Spells have ranks ranging from 1st to 10th, which measure their power; characters and monsters can usually cast only a certain number of spells of any given rank.

Trait

A trait is a keyword that conveys additional information about a rules element, such as which ancestry a feat belongs to or the rarity of an item. Often, a trait indicates how other rules interact with an ability, creature, item, or another rules element that has that trait.

All the traits used in this book appear in the Glossary and Index beginning on page 442.

Turn

During the course of a round, each creature takes a single turn according to initiative. A creature can typically use up to three actions during its turn.

EXAMPLE OF PLAY

The following example is presented to give you a better idea of how Starfinder is played. In this adventure, Thurston is the GM. Jenny is playing Obozaya, an aggressive vesk soldier; Jessica is playing Dae, a flashy pahtra solarian; Mike is taking on the role of Zemir, a human witchwarper who's seen it all in every reality; and Dustin is playing Chk Chk, a moody shirren mystic who worships Zon-Shelyn. The party has chosen to fly their starship to investigate a disturbance near a Drift navigation beacon.

Thurston: Your ship speeds through the swirling colors and half-formed shapes of the Drift. You're getting close to the coordinates, but chunks of rock, ice, and metal scrap float ahead of you, blocking your path.

Zemir (Mike): "Time to chart a course through this mess." I take a deep breath, grip the controls, and pilot the ship into the debris field.

Thurston: Roll your Piloting check.

Zemir (Mike): I rolled a 5, so with my +7 modifier I got a 12. "I'm gonna need more coffee for this."

Thurston: Zemir turns just in time to avoid crashing into a massive asteroid, but he loses the path he was following.

Chk Chk (Dustin): I perform a dramatic reading of a poem I wrote about finding inspiration in failure through our Group Chat.

Group Chat is a mystic ability that lets Chk Chk and anyone in his bond communicate telepathically with each other. Most party banter happens in Group Chat.

Zemir (Mike): "Thanks, Chk Chk." I chug some coffee and try again. 13! I've got a +7 to Piloting so that's a 20!

Thurston: The ship zooms safely through the debris until the beacon you were sent to investigate looms in the viewport. It's a cylindrical silver satellite twice the size of your ship lit by blinking red lights, anchored in the churn of hyperspace by the prayers of Triune's tech priests.

Zemir (Mike): I fly the ship closer so we can investigate.

Thurston: Up close, you notice an armored ysoki clinging to the side of the satellite.

Chk Chk (Dustin): "Zemir, can you get us closer?" I'm going to send the ysoki a telepathic message to calm them down while we figure out a way to help. "Don't let fear erase you; let the void embrace you." Is there any response?

Thurston: None. Only silence.

Dae (Jessica): I don't like that. "Hey Obo, can I borrow your jetpack?"

Obozaya (Jenny): "Only if you don't break it."

Thurston: Dae, are you installing Obozaya's jetpack into your armor?

Obozaya (Jenny): Paws off! I'll do it with Quick Install.

Quick Install is a skill feat that lets Obozaya Install an Upgrade in 1 minute, instead of the 10 minutes this activity would normally take.

Dae (Jessica): I head for the airlock, then strike a pose as I step into space. "Hey Chk Chk, make sure you're recording this!"

Thurston: Now you're untethered. Are you free floating?

Dae (Jessica): Nope! I activate the jetpack and fly toward the ysoki.

Obozaya (Jenny): "Careful, Dae. I don't want to have to clean you off the side of that Drift beacon."

Chk Chk (Dustin): "A splash of red would look great on that silver metal. But not if it's Dae's blood! Don't look at me like that, Zemir."

Dae (Jessica): "No worries, bestie. After we rescue the ysoki, we can give the beacon a glow up."

Thurston: Dae, up close, you notice that the ysoki's spacesuit is covered in blood, and that there's a crack in their helmet. Underneath, their face is frozen in a mask of terror.

Zemir (Mike): "Dae, it's time to get back to the ship."

Dae (Jessica): "You don't have tell me twice, Z!" I grab the ysoki and drag them back to the ship.

Thurston: Dae, when you get back to the airlock, you notice blood smears on the floor that weren't there when you left.

Dae (Jessica): "Heads up. I think something got onto the ship." I leave the ysoki in the airlock and sprint toward the bridge.

Thurston: Dae stops 60 feet down the hall from the bridge door. The rest of you hear dull scraping outside. It sounds like something's shuffling toward you.

Obozaya (Jenny): I pull out my machine gun and move in front of my allies, facing the door. Bring it.

Zemir (Mike): I stand up from the pilot's console and draw my laser pistol.

Chk Chk (Dustin): I draw my painglaive and check my bond to make sure Dae's safe.

Dae is part of Chk Chk's mystic bond, so he knows Dae is alive and not far away.

Thurston: The autodoor stutters open. A vesk and a human wearing tattered spacesuits loom in the doorway. Milky eyes bulge out of their rotting faces. Roll for initiative!

Everyone rolls Perception for their initiative. Mike gets a total of 20. Jessica rolls 12, Dustin rolls 16, and Jenny rolls 10. Thurston rolls for the driftdead, getting a 19 and 14. He secretly rolls for the ysoki in the airlock and gets a 13. Thurston records all these totals, putting everyone in order from highest to lowest. Two of the player characters have abilities that activate when they roll initiative. Zemir's Quantum Pulse lets him activate his quantum field, an area of warped reality he controls. He chooses to center it between the enemy and himself. Solarians can Attune as a free action when they roll initiative, so Dae chooses to become graviton attuned and manifests their solar weapon, a battle ribbon of crackling void energy.

Thurston:	Zemir, you're up first.
Zemir (Mike):	Excellent. For my first action, I spend 1 Focus Point to cast *warp terrain*.
Thurston:	Which effect do you choose?
Zemir (Mike):	I choose difficult terrain. My quantum field fills with twisted metal and chunks of rock from a reality where we didn't make it past that asteroid safely. For my next action, I shoot the vesk with my new laser pistol!

Mike rolls a 12 and adds +8, due to Zemir's training with simple weapons, for a total of 20. Thurston consults his notes to confirm the driftdead has an AC of 16.

Thurston:	You hit! Roll for damage.

Mike rolls 2d6 for his tactical laser pistol and deals 7 fire damage, then marks 1 charge as expended from his gun's magazine.

Zemir (Mike):	For my third action, I Take Cover behind a rock in my quantum field.
Thurston:	The rotting vesk recoils as laser fire hits it, then it shoots a bolt of void energy at you.

Thurston rolls a 22. Zemir's AC is 21, but he gains a +2 circumstance bonus from standard cover. The attack misses. The driftdead fires another bolt at him. Thurston rolls a 23, which hits Zemir's AC of 21, and he takes 6 void damage. Then, the driftdead lumbers toward Obozaya. Each square of difficult terrain counts twice, so the driftdead's Speed of 25 feet isn't enough to get to her this round.

Chk Chk (Dustin):	I cast *vibe check*. I'm broadcasting an angry poem about my childhood into the human's mind: "Despite all my bile, I am still just a bug in a vial!" That's two actions. Then, I'll Transfer Vitality to Zemir and heal him for 7 Hit Points.

Thurston rolls a 17 for the human driftdead's Will save against Chk Chk's spell DC of 21. The driftdead fails and must use its next action to attack the nearest creature. The angry driftdead goes next and attacks its vesk ally, dealing 4 damage.

Thurston:	The walking corpse turns its anger on you, Chk Chk. It lurches toward you and lashes out with clawed hands. Does a 23 hit you?
Chk Chk (Dustin):	"I welcome the pain!" Yes, that hits me.

Thurston rolls for slashing damage from the driftdead's claws and gets a total of 10.

Dae (Jessica):	My turn! I Stellar Rush down the hall and into the bridge. Black lightning crackles around me and drags both enemies toward me when I dash past them.

Stellar Rush is a solarian feat that lets Dae Stride twice with a +10 circumstance bonus to their movement speed. When Dae finishes both Strides, enemies within 15 feet attempt a Fortitude save to determine if they're pulled toward Dae. Dae's Class DC is 21. Thurston rolls for both driftdead and gets a 6 and 12. Both fail and are pulled toward Dae, ending in adjacent squares. Stellar Rush has the cycle trait, meaning Dae's attunement changes to photon after they complete the action.

Dae (Jessica):	My black battle ribbon bursts into solar flame. I pirouette and attack the vesk, making sure the camera drone can see all my moves. I rolled a 26.

The driftdead's AC is 16, so Dae's Strike is a critical hit and Jessica doubles her damage roll, for a total of 20 out of its 40 Hit Points.

Thurston:	The creature snarls as the ribbon of starlight lashes across its torso, singeing its ruined spacesuit. Obozaya, it's your turn.
Obozaya (Jenny):	"Thanks for the setup, Dae!" I Auto-Fire at both enemies. The human is closest to me, so she's my primary target.

Obozaya's Auto-Fire hits all creatures in a 20-foot cone, which includes Dae, but because of training from her bombard fighting style she avoids hurting her ally. Instead of Obozaya rolling to Strike, creatures in the area roll a Reflex save to find out how much damage they take. The vesk driftdead succeeds at its save and takes 9 damage—exactly enough to knock it out! The other fails and takes 18 damage from the barrage.

Obozaya (Jenny):	"Hahahahaha!" That's Menacing Laughter for my third action. Oh, and don't forget, the enemy is suppressed.

Obozaya rolls an Intimidation check, adding her +11 modifier. She rolls a 1, so the driftdead isn't shaken. The driftdead is suppressed by Obozaya's attack, taking a –1 circumstance penalty on attack rolls and a –10-foot status penalty to Speed until the start of her next turn.

Thurston:	One foe falls to Obozaya's barrage. There's a sudden lurch that feels like being pulled into the Drift as the dead ysoki from the airlock phases through the floor and lunges at Dae claws first!

That is the end of the first round of combat. The second round begins immediately after this, using the same initiative order as before and including the new foe. The fight is just beginning...

USING THIS BOOK

While this chapter is here to teach you the basics of Starfinder, the rest of this rulebook serves as a reference manual during play, and it is organized to make finding the rule you need as easy as possible. Rules are grouped together in chapters, with the early chapters focusing on character creation. The following is a summary of what you can expect to find in each chapter.

CHAPTER 1: INTRODUCTION

This introduction is designed to help you understand the basics of Starfinder. This chapter also includes the rules for building and leveling up a character, as well as an example of the character creation process. The chapter ends with an introduction to the galaxy and its gods.

CHAPTER 2: ANCESTRIES & BACKGROUNDS

The rules for ancestries and heritages representing the Pact Worlds are in this chapter, including their ancestry feat options. Backgrounds are at the end of this chapter, along with a section about languages, as these are often influenced by your choice of ancestry.

CHAPTER 3: CLASSES

This chapter contains the rules for 8 classes. Each class entry includes guidelines on playing the class, rules for building and advancing a character of that class, sample builds, and all of the class feats available to members of that class. At the end of this chapter are the rules for archetypes—special options available to characters as they increase in level. These rules allow a character to dabble in the abilities of another class or concept.

%25
%17
%10
%23
%25

CHAPTER 4: SKILLS

The rules for using skills are presented in this chapter, and they detail what a character can do with a given skill, based on that character's proficiency rank. Ancestry, background, and class can define some of a character's skill proficiencies, and each character can also select a few additional skills to reflect their personality and training.

CHAPTER 5: FEATS

As a character advances in level, they gain additional feats to represent their growing abilities. General feats and skill feats (which are a subset of general feats) are presented in this chapter.

CHAPTER 6: EQUIPMENT

Armor, weapons, and other gear can all be found in this chapter, along with the price for services, cost of living, and transportation (such as hovercabs and gravtrains).

CHAPTER 7: SPELLS

This chapter starts with rules for casting spells, determining their effects, and negating foes' spells (called counteracting). After that, the spell lists for each spellcasting tradition are included, making it easy to quickly find spells by their rank. Next are rules for every spell, presented in alphabetical order. Following the spell descriptions are all of the focus spells—special spells granted by specific class abilities and feats. While most spells appear on multiple spell lists, focus spells are granted only to members of a specific class and are grouped together by class for ease of reference. Finally, at the end of the chapter are rules for rituals, complicated and risky spells that any character can attempt.

CHAPTER 8: PLAYING THE GAME

This important chapter contains the universal rules needed to play Starfinder, including rules for the various modes of play, the basic actions that every character can perform, the rules for combat, and the rules for death and dying. Every player should be familiar with this chapter, especially the GM.

APPENDICES

The back of this book has an appendix with the rules for all of the conditions that you will find in the game. This section also includes a blank character sheet, and an index with a comprehensive glossary of common terms and traits that you'll encounter in the game.

FORMAT OF RULES

Throughout this rulebook, you will see formatting standards that might look a bit unusual at first. These standards are in place to make the rules elements in this book easier to recognize.

The names of specific statistics, skills, feats, actions, and some other mechanical elements in Starfinder are capitalized. This way, when you see the statement "a Strike targets Armor Class," you know that both Strike and Armor Class are referring to rules.

If a word or a phrase is italicized, it's describing a spell or a magic item. This way, when you see the statement "the radiation from an *atomic blast* lingers in the room", you know that the words denote the *atomic blast* spell, rather than a non-magical atomic blast.

Starfinder uses many terms that are typically expressed as abbreviations, like AC for Armor Class, DC for Difficulty Class, and HP for Hit Points. If you're ever confused about a game term or an abbreviation, you can always turn to the Glossary and Index, beginning on page 442, and look it up.

UNDERSTANDING ACTIONS

Characters and their adversaries affect the galaxy of Starfinder by using actions and producing effects. This is especially the case during encounters, when every action counts. When you use an action, you generate an effect. This effect might be automatic, but sometimes actions necessitate that you roll a die, and the effect is based on what you rolled.

Throughout this book, you will see special icons to denote actions.

◆ Single Actions

Single actions use this symbol: ◆. They're the simplest, most common type of action. You can use three single actions on your turn in an encounter, in any order you see fit.

⤾ Reactions

Reactions use this symbol: ⤾. These actions can be used even when it's not your turn. You only get one reaction per encounter round, and you can use it only when its specific trigger is fulfilled. Often, the trigger is another creature's action.

◇ Free Actions

Free actions use this symbol: ◇. Free actions don't require you to spend any of your three single actions or your reaction. A free action might have a trigger like a reaction does. If so, you can use it just like a reaction—even if it's not your turn. However, you can use only one free action per trigger, so if you have multiple free actions with the same trigger, you have to decide which to use. If a free action doesn't have a trigger, you use it like a single action, just without spending any of your actions for the turn.

Activities

Activities are special tasks that you complete by spending one or more of your actions together. Usually, an activity uses two or more actions and lets you do more than a

◆
Single Action

◆◆
Two-Action Activity

◆◆◆
Three-Action Activity

↺
Reaction

◇
Free Action

single action would allow. You have to spend all the actions an activity requires for its effects to happen. Spellcasting is one of the most common activities, as most spells take more than a single action to cast.

Activities that use two actions use this symbol: ◆◆. Meanwhile, activities that use three actions use this symbol: ◆◆◆. There are also special activities, such as spells you can cast in an instant, which use a free action or a reaction.

All tasks that take longer than a turn are activities. If an activity is meant to be done during exploration, it has the exploration trait. An activity that takes a day or more of commitment and that can be done only during downtime has the downtime trait.

READING RULES

This book contains many rules elements that give characters new and interesting ways to respond to situations in the game. All characters can use the basic actions found in Chapter 8, but an individual character often has special rules that empower them to do things most other characters can't. Most of these options are granted by feats, which are gained by making certain choices at character creation or when a character advances in level.

Regardless of the game mechanic they convey, rules elements are always presented in the form of a stat block, a summary of the rules necessary to bring the monster, character, item, or other rules element to life during play. Where appropriate, rules presentations are introduced with an explanation of their format. For example, the Ancestry section of Chapter 2 contains rules for the ten ancestries in this book, and an explanation of the ancestry sections appears at the beginning of that chapter.

The general format for stat blocks is shown below. Entries are omitted from a stat block when they don't apply, so not all rule elements will have ever each of the entries given below. Actions, reactions, and free actions each have the corresponding icon next to their name to indicate their type. An activity that can be completed in a single turn has a symbol indicating how many actions are needed to complete it; activities that take longer to perform omit these icons. If a character must attain a certain level before accessing an ability, that level is indicated to the right of the stat block's name. Rules also often have traits associated with them (traits appear in the Glossary and Index).

Spells, tech items, and magic items use a similar format, but their stat blocks contain a number of unique elements, such as the possible magical traditions for a spell (see Chapter 7 for more on reading spells).

ACTION OR FEAT NAME ◆ LEVEL

TRAITS

Prerequisites Any minimum attributes, feats, proficiency ranks, and so forth you must have to select this rules element are here. Feats also have a level prerequisite, listed above.

Frequency The limit on how often you can use the ability.

Trigger Reactions and some free actions have triggers that must be met before they can be used.

Requirements Sometimes you must have a certain item or be in a certain circumstance to use an ability.

This section describes the effects or benefits of a rules element. If the rule is an action, it explains what the effect is or what you must roll. If it's a feat that modifies an existing action or grants a constant effect, the benefit is explained here.

Special Any special qualities of the rule are explained in this section. Usually this section appears in feats you can select more than once, explaining what happens when you do.

Sometimes an ability will grant multiple actions or an action in addition to other benefits. These are condensed into a shorter format using the same categories, as seen below.

Name ◆ (traits) **Frequency** how often it can be used; **Trigger** when a reaction or free action can be used; **Requirements** some actions require specific circumstances, listed here; **Effect** this section explains how the ability changes the world.

CHARACTER CREATION

INTRODUCTION
Character Creation
Leveling Up
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CLASSES
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FEATS
EQUIPMENT
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CHARACTER SHEET

Unless you're the GM, the first thing you need to do when playing Starfinder is create your character. It's up to you to imagine your character's past experiences, personality, and view of the galaxy, and this will set the stage for your roleplaying during the game. You'll use the game's mechanics to determine your character's ability to perform various tasks and use special abilities.

This section provides a step-by-step guide for creating a character using the Starfinder rules, preceded by a guide to help you understand attribute modifiers. These modifiers are a critical part of your character, and you will be asked to make choices about them during many of the following steps. The steps of character creation are presented in a suggested order, but you can complete them in whatever order you prefer.

Many of the steps on pages 18–25 instruct you to fill out fields on your character sheet. The character sheet is shown on pages 20–21; you can find a copy in the back of this book or on **paizo.com** as a free PDF. The character sheet is designed to be easy to use when you're actually playing the game, but creating a character happens in a different order, so you'll move back and forth through the character sheet as you go through the character creation process. Additionally, the character sheet includes every field you might need, even though not all characters will have something to put in each field. If a field on your character sheet is not applicable to your character, you can just leave that field blank.

All the steps of character creation are detailed on the following pages; each is marked with a number that corresponds to the sample character sheet on pages 20–21, showing you where the information goes. If the field you need to fill out is on the third or fourth page of the character sheet, which aren't shown, the text will tell you.

If you're creating a higher-level character, it's a good idea to begin with the instructions here, then turn to page 29 for instructions on leveling up characters.

STEP 1: CREATE A CONCEPT

What sort of character do you want to play? The answer to this question might be as simple as "a starship pilot," or as complicated as "a kasatha seer raised on a generation ship far from their ancestral home world, devoted to Talavet, goddess of community and tradition." Consider your character's personality, sketch out a few details about

OVERVIEW

On pages 27–28, you'll see a visual representation of ancestries and classes that provides at-a-glance information for players looking to make the most of their starting attribute modifiers. In the ancestries overview on page 27, each entry lists which attribute modifiers it boosts, and also indicates any attribute flaws the ancestry might have. You can find more about attribute boosts and flaws in Attribute Modifiers on page 23.

The summaries of the classes on page 28 list each class's key attribute—the attribute modifier used to calculate the potency of many of their class abilities. Characters receive an attribute boost in their key attribute when you choose their class. This summary also lists one or more secondary attribute modifiers important to members of that class.

A character's background also affects their attribute modifiers, though there's more flexibility in the attribute boosts from backgrounds than in those from classes. For descriptions of backgrounds, see pages 92–96.

their past, and think about how and why they adventure. You'll want to peruse Starfinder's available ancestries, backgrounds, and classes. The summaries on pages 27–28 might help you match your concept with some of these basic rule elements. Before a game begins, it's also a good idea for the players to discuss how their characters might know each other and how they'll work together throughout the course of their adventures.

Each player takes a different approach to creating a character. Some want a character who will fit well into the story, while others look for a combination of abilities that complement each other mechanically. You might combine these two approaches. There is no wrong way!

Once you have a good idea of the character you'd like to play, move on to Step 2 to start building your character.

ANCESTRY, BACKGROUND, CLASS, OR DETAILS

If one of Starfinder's character ancestries, backgrounds, or classes particularly intrigues you, it's easy to build a character concept around these options. The summaries of ancestries and classes on pages 27–28 give a brief overview of these options (full details appear in Chapters 2 and 3, respectively). Each ancestry also has several heritages that might refine your concept further, such as a venomthought vesk with psychic talents or one with armored scales. Some heritages, known as versatile heritages, can even be applied to any ancestry; for instance, any mortal touched by the essence of the Drift can be a prismeni, regardless of their ancestry. Additionally, the game has many backgrounds to choose from, representing your character's upbringing, hobby, or profession. Backgrounds are detailed later in Chapter 2, beginning on page 92.

Building a character around a specific ancestry, background, or class can be a fun way to interact with the galaxy's lore. For example, you could play a pacifist vesk who prefers negotiation over conflict, or a pahtra imperial spy.

FAITH

Perhaps you'd like to play a character who is a devout follower of a specific deity. The peoples of the galaxy follow myriad faiths and philosophies spanning a wide pantheon, from Damoritosh, the Conqueror, god of duty, war, and ancestral patron of the Veskarium; to Eloritu, the Hidden Truth and god of history, magic, and secrets; to Oras, Agent of Change, god of evolution and transformation through science. Starfinder's major deities appear on pages 35–39. Your character might be so drawn to a particular faith that you decide they should be a disciple or mystic of that deity; they might instead be a lay worshipper who applies their faith's teachings to daily life, or a skeptic cursed with the church's blessing.

YOUR ALLIES

You might want to coordinate with other players when forming your character concept. Your characters could have something in common already; perhaps they are travelers from the same home world, or maybe they work together as part of the same faction. You might discuss mechanical aspects with the other players, creating characters whose combat abilities complement each other. It can be helpful for a party to include characters who deal damage, characters who can absorb damage, and characters who can heal and support their allies. However, Starfinder's classes include a lot of choices, and there are many options for building each type of character, so don't let these broad categories restrict your decisions.

CHARACTER SHEET

Once you've developed your character's concept, jot down a few sentences summarizing your ideas under the Notes section on the third page of your character sheet. Record any of the details you've already decided, such as your character's name, on the appropriate lines on the first page.

STEP 2: START BUILDING ATTRIBUTE MODIFIERS

At this point, you need to start building your character's attribute modifiers. See the overview of attribute modifiers on page 23 for more information about these important aspects of your character and an overview of the process.

Your character's attribute modifiers each start at +0, and as you select your ancestry, background, and class, you'll apply attribute boosts, which increase a modifier by 1, and attribute

THE SIX ATTRIBUTE MODIFIERS

One of the most important aspects of your character is their attribute modifiers. These numbers represent your character's raw potential, and they influence nearly every other statistic on your character sheet. Determining your attribute modifiers is not done all at once, but instead happens over several steps during character creation.

Attribute modifiers are split into two main groups: physical and mental. Strength, Dexterity, and Constitution are physical attribute modifiers, measuring your character's physical power, agility, and stamina. In contrast, Intelligence, Wisdom, and Charisma are mental attribute modifiers and measure your character's learned prowess, awareness, and force of personality.

Excellence in an attribute modifier improves the checks and statistics related to that ability, as described below. When imagining your character, you should also decide what attribute modifiers you want to focus on to give you the best chance at success.

Strength

Strength measures your character's physical power, and is important if your character plans to engage in hand-to-hand combat. Your Strength modifier gets added to melee damage rolls and determines how much your character can carry.

Dexterity

Dexterity measures your character's agility, balance, and reflexes, and is important if your character plans to make attacks with ranged weapons or use stealth to surprise foes. Your Dexterity modifier is also added to your character's AC and Reflex saving throws.

Constitution

Constitution measures your character's health and stamina, and is important for all characters, especially those who fight in close range. Your Constitution modifier is added to your Hit Points and Fortitude saving throws.

Intelligence

Intelligence measures how well your character can learn and reason. A high Intelligence allows your character to analyze situations and understand patterns, and it means they can become trained in additional skills and might be able to master additional languages.

Wisdom

Wisdom measures your character's common sense, awareness, and intuition. High Wisdom helps your character detect hidden things and resist mental effects. Your Wisdom modifier is added to your Perception and Will saving throws.

Charisma

Charisma measures your character's personal magnetism and strength of personality. A high Charisma modifier helps you build relationships and influence the thoughts and moods of others with social skills.

flaws, which decrease a modifier by 1. At this point, just note a +0 in each attribute modifier and familiarize yourself with the rules for attribute boosts and flaws on page 23. This is also a good time to identify which attribute modifiers will be most important to your character; for instance, if you want to play a dashing space pirate captain, you might want to focus on a character with a high Dexterity attribute (to ensure they're good with Piloting and Stealth) who also has a bit of Charisma (to fast-talk the authorities if they get caught). See the Six Attribute Modifiers sidebar above and the class summaries on page 28 for more information.

STEP 3: SELECT AN ANCESTRY

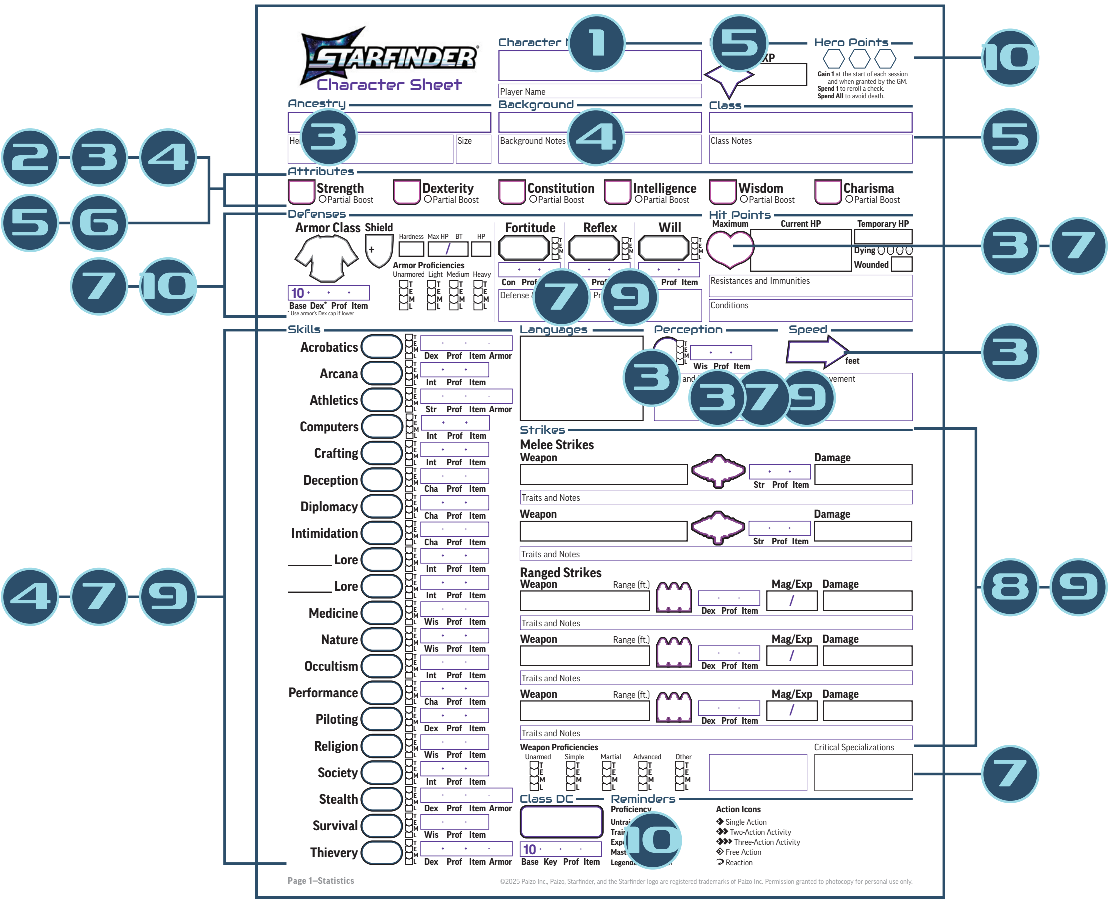
Select an ancestry for your character. The ancestry summaries on page 27 provide an overview of Starfinder's core ancestry options, and each is fully detailed in Chapter 2. Ancestry determines your character's size, Speed, and languages, and contributes to their Hit Points. Each also grants attribute boosts and attribute flaws to represent the ancestry's basic capabilities.

You'll have four decisions to make when you choosing your character's ancestry.

- Pick the ancestry itself.
- Select a heritage from those available within that ancestry, further defining the traits your character was born with.
- Assign any free attribute boosts and decide if you are taking any voluntary flaws.
- Choose an ancestry feat, representing an ability your hero learned at an early age.

CHARACTER SHEET

Write your character's ancestry and heritage in the appropriate space at the top of your character sheet's first page. Adjust your attribute modifiers, adding 1 to an attribute modifier if you gained an attribute boost from your ancestry, and subtracting 1 from an attribute modifier if you gained an attribute flaw from your ancestry. Note the number of Hit Points your character gains from their ancestry—you'll add more to this number later. Finally, in the appropriate spaces, record your character's size, Speed, and languages. If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STARFINDER
Character Sheet

Character N
Player Name
XP
Hero Points
Gain 1 at the start of each session and when granted by the GM.
Spend 1 to reroll a check.
Spend All to avoid death.

Ancestry
He
Size
Background
Background Notes
Class
Class Notes

Attributes
Strength ○Partial Boost
Dexterity ○Partial Boost
Constitution ○Partial Boost
Intelligence ○Partial Boost
Wisdom ○Partial Boost
Charisma ○Partial Boost

Defenses
Armor Class
Shield
Hardness Max HP BT HP
Armor Proficiencies
Unarmored Light Medium Heavy
T E M L
10 + + +
Base Dex* Prof Item
* Use armor's Dex cap if lower
Fortitude T E M L
Con Prof
Defense
Reflex T E M L
Prof
Pr
Will T E M L
Prof Item

Hit Points
Maximum
Current HP
Temporary HP
Dying
Wounded
Resistances and Immunities
Conditions

Skills
Acrobatics T E M L Dex Prof Item Armor
Arcana T E M L Int Prof Item
Athletics T E M L Str Prof Item Armor
Computers T E M L Int Prof Item
Crafting T E M L Int Prof Item
Deception T E M L Cha Prof Item
Diplomacy T E M L Cha Prof Item
Intimidation T E M L Cha Prof Item
_______ Lore T E M L Int Prof Item
_______ Lore T E M L Int Prof Item
Medicine T E M L Wis Prof Item
Nature T E M L Wis Prof Item
Occultism T E M L Int Prof Item
Performance T E M L Cha Prof Item
Piloting T E M L Dex Prof Item
Religion T E M L Wis Prof Item
Society T E M L Int Prof Item
Stealth T E M L Dex Prof Item Armor
Survival T E M L Wis Prof Item
Thievery T E M L Dex Prof Item Armor

Languages

Perception
T E M L
Wis Prof Item
and
vement

Speed
feet

Strikes
Melee Strikes
Weapon
Str Prof Item
Damage
Traits and Notes
Weapon
Str Prof Item
Damage
Traits and Notes

Ranged Strikes
Weapon Range (ft.)
Dex Prof Item
Mag/Exp
/
Damage
Traits and Notes
Weapon Range (ft.)
Dex Prof Item
Mag/Exp
/
Damage
Traits and Notes
Weapon Range (ft.)
Dex Prof Item
Mag/Exp
/
Damage
Traits and Notes

Weapon Proficiencies
Unarmed Simple Martial Advanced Other
T E M L
Critical Specializations

Class DC
10 + + +
Base Key Prof Item

Reminders
Proficiency
Untrai
Trai
Exp
Mast
Legend

Action Icons
◆ Single Action
◆◆ Two-Action Activity
◆◆◆ Three-Action Activity
◇ Free Action
⤾ Reaction

Page 1—Statistics

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your character's ancestry provides them with special abilities, write them in the appropriate spaces, such as darkvision in the Senses section on the first page and innate spells on the fourth page. Write the ancestry feat you selected in the Ancestry Feat section on your character sheet's second page.

STEP 4: PICK A BACKGROUND

Your character's background might represent their upbringing, an aptitude they've been honing since their youth, or another aspect of their life before they became an adventurer. Character backgrounds appear in Chapter 2, starting on page 92. They typically provide two attribute boosts (one that can be applied to either of two specific attribute modifiers, and one that is free), training in a specific skill, training in a Lore skill, and a specific skill feat.

CHARACTER SHEET

Record your character's background in the space at the top of the first page of your character sheet. Adjust your attribute modifiers, adding 1 to an attribute modifier if you gained an attribute boost from your background. Record the skill feat the background provides in the Skill Feat section of your character sheet's second page. On the first page, check the "T" box next to the name of the specific skill and for one Lore skill to indicate your character is trained, then write the name of the Lore skill granted by your background.

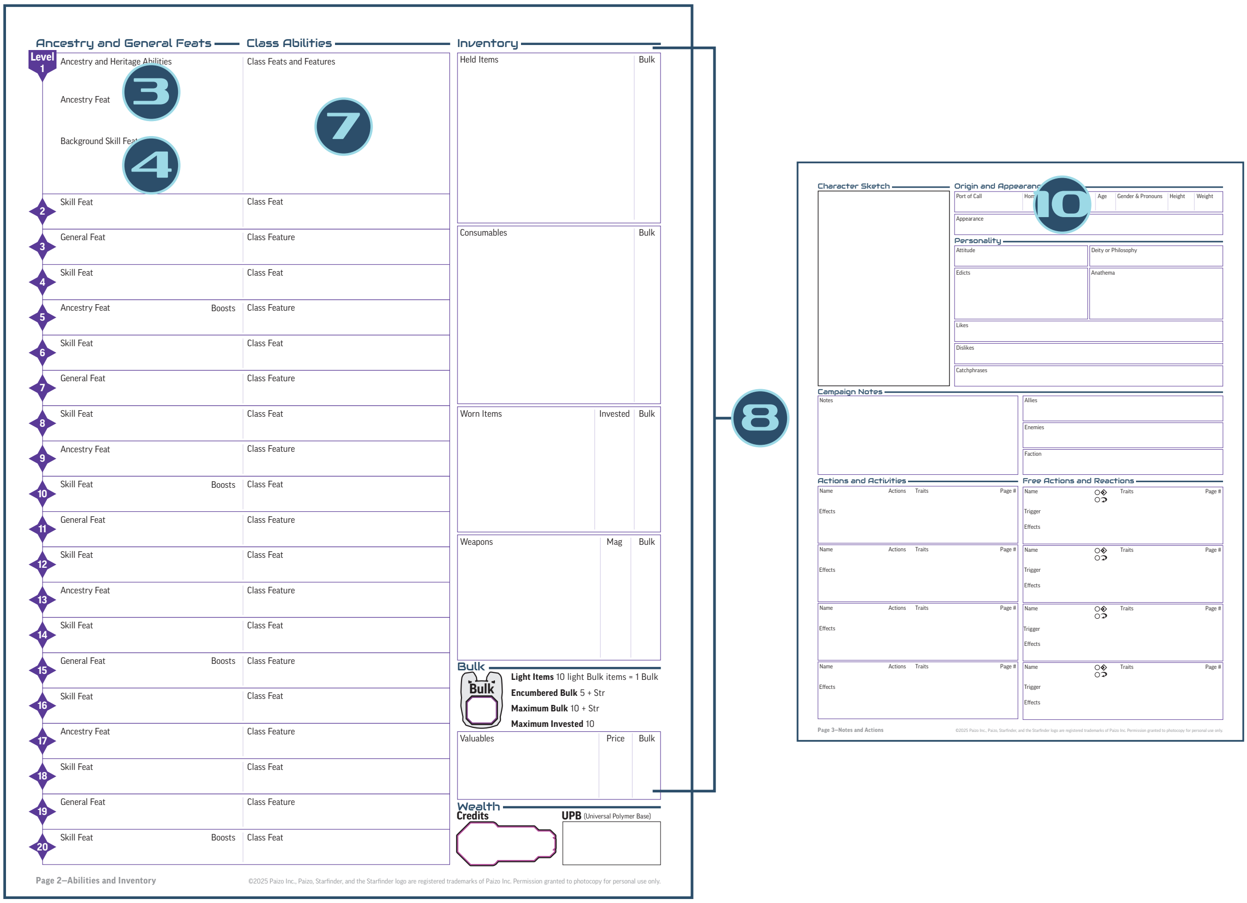
STEP 5: CHOOSE A CLASS

At this point, you need to decide your character's class. A class gives your character access to a suite of heroic abilities, determines how effectively they fight, and governs how easily they can shake off or avoid certain harmful effects. Each class is fully detailed in Chapter 3, but the summaries on page 28 provide an overview of each.

You don't need to write down all of your character's class features yet. You simply need to know which class you want to play, which determines the attribute modifiers that will be most important for your character.

CHARACTER SHEET

Write your character's class in the space at the top of the first page of your character sheet, then write "1" in the Level box to indicate that your character is 1st level. Next to the attribute modifiers, note the class's key attribute modifier, and add 1 to that



Ancestry and General Feats | **Class Abilities** | **Inventory**

Level	Ancestry and General Feats	Class Abilities
1	Ancestry and Heritage Abilities Ancestry Feat Background Skill Feat	Class Feats and Features
2	Skill Feat	Class Feat
3	General Feat	Class Feature
4	Skill Feat	Class Feat
5	Ancestry Feat Boosts	Class Feature
6	Skill Feat	Class Feat
7	General Feat	Class Feature
8	Skill Feat	Class Feat
9	Ancestry Feat	Class Feature
10	Skill Feat Boosts	Class Feat
11	General Feat	Class Feature
12	Skill Feat	Class Feat
13	Ancestry Feat	Class Feature
14	Skill Feat	Class Feat
15	General Feat Boosts	Class Feature
16	Skill Feat	Class Feat
17	Ancestry Feat	Class Feature
18	Skill Feat	Class Feat
19	General Feat	Class Feature
20	Skill Feat Boosts	Class Feat

Held Items Bulk
Consumables Bulk
Worn Items Invested Bulk
Weapons Mag Bulk

Bulk
Light Items 10 light Bulk items = 1 Bulk
Encumbered Bulk 5 + Str
Maximum Bulk 10 + Str
Maximum Invested 10

Valuables Price Bulk

Wealth
Credits
UPB (Universal Polymer Base)

Page 2—Abilities and Inventory

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Character Sketch

Origin and Appearance
Port of Call | Hom | Age | Gender & Pronouns | Height | Weight
Appearance

Personality
Attitude | Deity or Philosophy
Edicts | Anathema
Likes
Dislikes
Catchphrases

Campaign Notes
Notes | Allies
Enemies
Faction

Actions and Activities
Name Actions Traits Page #
Effects

Free Actions and Reactions
Name Traits Page #
Trigger
Effects

Page 3—Notes and Actions

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attribute modifier from the attribute boost the class provides. Don't worry about recording the rest of your character's class features and abilities yet—you'll handle that in Step 7.

STEP 6: FINISH ATTRIBUTE MODIFIERS

Now that you've made the main mechanical choices about your character, it's time to finalize their attribute modifiers. Do these two things:

- First, make sure you've applied all the attribute boosts and attribute flaws you've noted in previous steps (from your ancestry, background, and class).
- Then, apply four free attribute boosts to your character's attribute modifiers. Choose a different attribute modifier for each and increase that attribute modifier by 1.

Remember that each attribute boost adds 1 to the base modifier of +0, and each attribute flaw subtracts 1. You should have no attribute modifier lower than –1 or higher than +4.

CHARACTER SHEET

Write your character's starting attribute modifiers in the box provided for each on the first page.

STEP 7: RECORD CLASS DETAILS

Your next step is to record all the benefits and class features that your character receives from the class you've chosen. You'll want to be sure to record the following class features.

- To determine your total starting Hit Points, add together the number of Hit Points your character gains from their ancestry (chosen in Step 3) and the number of Hit Points they gain from their class.
- The Initial Proficiencies section of your class entry indicates your character's starting proficiency ranks in a number of areas. Choose which skills your character is trained in and record those, along with the ones set by your class. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.
- See the class advancement table in your class entry to learn the class features your character gains at 1st level. You have already chosen an ancestry, background, and free attribute boosts, but these are listed in the table as a reminder. Some class features require you to make additional choices, such as selecting spells.

ATTRIBUTE MODIFIER OVERVIEW

Each attribute modifier starts at +0, representing the average. As you make character choices, you'll adjust these modifiers by applying attribute boosts, which increase an attribute modifier, and attribute flaws, which decrease an attribute modifier. As you build your character, remember to apply attribute modifier adjustments when making the following decisions.

Ancestry: Each ancestry provides attribute boosts, and sometimes an attribute flaw. If you're taking any voluntary flaws, apply them in this step (see the sidebar on page 25).

Background: Your character's background provides two attribute boosts.

Class: Your character's class applies an attribute boost to their key attribute: the attribute modifier most important for that class.

Four Free Boosts: After the other steps, you apply four more attribute boosts to attributes of your choice to finalize your starting attribute modifiers.

Attribute Boosts

An attribute boost normally increases an attribute modifier's value by 1. However, if the attribute modifier to which you're applying an attribute boost is already +4 or higher, instead mark "partial boost" on the character sheet for that attribute. If the attribute already has a partial boost invested in it, increase the modifier by 1 and uncheck the box. At 1st level, a character can never have any attribute modifier that's higher than +4.

Whenever your character receives an attribute boost, the source indicates whether it must be applied to a specific attribute modifier, to one in a limited list, or whether it's a "free" boost that can be applied to any attribute of your choosing. For example, a Vesk character receives an attribute boost to their Constitution modifier and their Strength modifier, as well as one free attribute boost, which can be applied to any other attribute of choice.

When you gain multiple attribute boosts at the same time, you must apply each one to a different modifier. This means you can't apply a partial boost to an attribute modifier and apply another boost simultaneously to increase it.

Attribute Flaws

Attribute flaws are not nearly as common in Starfinder as attribute boosts. If your character has an attribute flaw—likely from their ancestry—you decrease that attribute modifier by 1. Vesk, for example, receive an attribute flaw to Wisdom.

* Any character can choose to take two free boosts instead of the listed boosts and flaws (page 24).

** A character receives an attribute boost to their class's key attribute.

CHARACTER SHEET

Write your character's total Hit Points on the first page of your character sheet. Use the proficiency fields (the boxes marked "T," "E," "M," and "L") on your character sheet to record your character's initial proficiencies in Perception, saving throws, and the skills granted by their class; mark "T" if your character is trained, or "E" if your character is an expert. Indicate which additional skills you chose for your character to be trained in by marking the "T" proficiency box for each skill you selected. Likewise, record your character's armor proficiencies in the Armor Class section at the top of the first page and their weapon proficiencies at the bottom of the first page. Record all other class feats and abilities on the second page. Don't worry yet about finalizing any values for your character's statistics—you'll handle that in Step 9.

STEP 8: BUY EQUIPMENT

At 1st level, your character has 150 credits to spend on armor, weapons, and other basic equipment. Your character's class lists the types of weapons and armor with which they are trained (or better!). Their weapons determine how much damage they deal in combat, and their armor influences their Armor Class; these calculations are covered in more detail in Step 10.

You'll also want equipment like cable line, flashlights, toolkits, and other traveling gear, and maybe even a serum or sprayflesh for emergency medical needs. Augmentations that change your body, upgrades for your armor and weapons, and magic items are pricier options that you probably won't be able to afford yet, but window shopping is free! For more on the available equipment and how much it costs, see Chapter 6.

CHARACTER SHEET

Once you've spent your character's starting wealth, calculate any remaining credits they might still have and write those amounts in the Inventory section on the second page. Record your character's weapons in the Melee Strikes and Ranged Strikes sections of the

ALTERNATE ANCESTRY BOOSTS

The attribute boosts and flaws listed in each ancestry represent general trends or help guide players to create the kinds of characters from that ancestry most likely to pursue the life of an adventurer. However, ancestries aren't monoliths. You always have the option to replace your ancestry's listed attribute boosts and attribute flaws entirely and instead select two free attribute boosts when creating your character.

first page, depending on the weapon, and the rest of their equipment in the Inventory section on the second page. You'll calculate specific numbers for melee Strikes and ranged Strikes with the weapons in Step 9 and for AC when wearing that armor in Step 10.

STEP 9: CALCULATE MODIFIERS

With most of the big decisions for your character made, it's time to calculate the modifiers for each of the following statistics. If your proficiency rank for a statistic is trained, expert, master, or legendary, your bonus equals your character's level plus another number based on the rank (2, 4, 6, and 8, respectively). If your character is untrained, your proficiency bonus is +0.

PERCEPTION

Your character's Perception modifier measures how alert they are, and is equal to their proficiency bonus in Perception plus their Wisdom modifier. See page 396 for more.

SAVING THROWS

For each kind of saving throw, add your character's Fortitude, Reflex, or Will proficiency bonus (as appropriate) plus the attribute modifier associated with that kind of saving throw. For Fortitude saving throws, use your character's Constitution modifier. For Reflex saving throws, use your character's Dexterity modifier. For Will saving throws, use your character's Wisdom modifier. Then add in any bonuses or penalties from abilities, feats, or items that always apply (but not modifiers, bonuses, or penalties that apply only in certain situations). Record this number on the line for that saving throw.

MELEE STRIKES AND RANGED STRIKES

Next to where you've written your character's melee and ranged weapons, calculate the modifier to Strike with each weapon and how much damage that Strike deals. The modifier for a Strike is equal to your character's proficiency bonus with the weapon plus an attribute modifier (usually Strength for melee Strikes and Dexterity for ranged Strikes). You also add any item bonus from the weapon and any other permanent bonuses or penalties. You also need to calculate how much damage each weapon's Strike deals. Melee weapons usually add your character's Strength modifier to damage rolls, while ranged weapons might add some or all of your character's Strength modifier, depending on the weapon's traits. See the weapon entries in Chapter 6 for more information.

SKILLS

In the second box to the right of each skill on your character sheet, there's an abbreviation to remind you of the attribute modifier for that skill. For each skill in which your character is trained, add your proficiency bonus for that skill (typically +3 for a 1st-level character) to the indicated attribute's modifier, as well as any other applicable bonuses and penalties, to determine the total modifier for that skill. For skills your character is untrained in, use the same method, but your proficiency bonus is +0.

CHARACTER SHEET

For Perception and saving throws, write your proficiency bonus and the appropriate attribute modifier in the boxes provided, then record the total modifier in the large space. Record the proficiency bonuses, attribute modifiers, and total modifiers for your melee Strikes and ranged Strikes in the box after the name of each weapon, and record the damage for each, along with the traits for that attack. For skills, record the attribute modifier and proficiency bonus in the appropriate box for each skill, and then write the total skill modifiers in the spaces to the left.

If your character has any modifiers, bonuses, or penalties from feats or abilities that always apply, add them into the total modifiers. For ones that apply only in certain situations, note them next to the total modifiers.

STEP 10: FINISHING DETAILS

Now add the following details to your character sheet by filling out the boxes on page 3.

EDICTS AND ANATHEMA

You can choose to take on edicts and anathema to reinforce your character's beliefs and guide how they'd react in certain situations. **Edicts** are behaviors your personal philosophy or code encourages. **Anathema** are the opposite: actions contrary to your point of view and violations of your personal code. For example, you might follow an edict to keep records of any planet you visit, or you might consider it anathema to erase data or conceal information from the public.

For most characters, these are entirely optional, though it's best to consider taking some on as you create your character to hone in on how they think. If you follow a deity, you might take inspiration from the edicts and anathema listed for them on pages 35–39. Ancestry entries list edicts and anathema prevalent among their communities.

Changing Edicts and Anathema

Edicts and anathema can change during play as a character's beliefs evolve, or as you realize that your character's actions reflect a different set of values than you once thought. In most cases, you can just change a relevant edict or anathema and continue playing.

PORT OF CALL

Your character's port of call is a place where they spend downtime between adventures or have adopted as a temporary home. This might be a world or space station they spend a lot of time on, or even a generation ship like the *Idari* where they currently live or often visit.

HOME WORLD

Your character's home world is the planet, satellite, or starship where they were born or grew up. See pages 30–34 for more information about major locations in the galaxy where your character might be from, or make up your own!

DEITY

Write down the deity your character worships, if any. Your character might worship several deities as part of a personal pantheon. You might instead choose a philosophy or decide your character is an atheist. See pages 35–39 for more about Starfinder's deities.

AGE

Decide your character's age and note it on the third page of the character sheet. You can play a character of whatever age you like. There aren't any mechanical adjustments to your character for being older, but you might want to take it into account when considering your starting attribute modifiers and future advancement. Particularly young characters can change the tone of some of the game's threats, so it's recommended that characters are at least young adults.

GENDER AND PRONOUNS

Characters of all genders are equally likely to become adventurers. Record your character's gender, if applicable, and their pronouns on the third page of the character sheet.

CLASS DC

A class DC sets the difficulty for certain abilities granted by your character's class. This DC equals 10 plus their proficiency bonus for their class DC (+3 for most 1st-level characters) plus the modifier for the class's key attribute modifier.

OPTIONAL: VOLUNTARY FLAWS

Sometimes, it's fun to play a character with a major flaw regardless of your ancestry. You can elect to take additional attribute flaws when applying the attribute boosts and attribute flaws from your ancestry. This is purely for roleplaying a highly flawed character, and you should consult with the rest of your group if you plan to do this! You can't apply more than one flaw to any single attribute modifier.

SPELLS AND SPELLCASTING

Many characters can learn a few cantrips or focus spells, but the mystic and witchwarper gain spellcasting—the ability to cast a wide variety of spells. If your character's class grants spells, you should take time during Step 7 to learn about the spells they know and how to cast them. The fourth page of the character sheet provides space to note your character's magic tradition and their proficiency rank for their spell attack modifier and spell DC. It also gives space to record the spells in your character's repertoire. Each class determines how and which spells a character can cast, but the spells themselves and detailed rules for spellcasting are located in Chapter 7.

HERO POINTS

Your character usually begins each game session with 1 Hero Point, and you can gain additional Hero Points during sessions by performing heroic deeds or enthusiastic gameplay. Your character can use Hero Points to gain certain benefits, such as staving off death or rerolling a d20. See page 405 for more about Hero Points.

ARMOR CLASS (AC)

Your character's Armor Class represents how difficult they are to hit in combat. To calculate your AC, add 10 plus your character's Dexterity modifier (up to their armor's Dexterity modifier cap; page 245), plus their proficiency bonus with their armor, plus their armor's item bonus to AC and any other permanent bonuses and penalties.

BULK

Your character's maximum Bulk determines how much weight they can comfortably carry. If they're carrying a total amount of Bulk that exceeds 5 plus their Strength modifier, they are encumbered. A character can't carry a total amount of Bulk that exceeds 10 plus their Strength modifier. The Bulk your character is carrying equals the sum of all of their items; keep in mind that 10 light items make up 1 Bulk. You can find out more about Bulk in Chapter 6.

SAMPLE CHARACTER

This step-by-step example illustrates the process of creating a Starfinder character.

STEPS 1 AND 2

Jessica is making her first Starfinder character. After talking about it with the rest of the group, she's decided to make a shirren solarian. After jotting down a few ideas, she begins by writing down a +0 for each attribute modifier.

STEP 3

Jessica looks up the shirren entry in Chapter 2. She records the attribute boosts to her Constitution and Wisdom modifiers (bringing both up to +1). She also applies the attribute flaw to her Charisma, dropping it to –1. For her free attribute boost, she chooses Strength to boost because it's a Solarian key attribute score and helps with her melee attacks, raising it to +1 as well. She also records the 10 Hit Points the ancestry gives her. Next, she returns to her character sheet to record the size, Speed, language, and limited telepathy ability she gets from being a shirren. Finally, she decides on a heritage, writing "defiant" next to shirren, and she picks an ancestry feat, deciding on Psychic Talent, so she can cast the an occult cantrip..

STEP 4

Looking through the backgrounds, Jessica likes the idea of a grizzled ex-Starfinder agent reluctantly coming out of retirement to help train a brand new team, and the recluse background makes for a good choice. For the first attribute boost granted by the background, Jessica chooses Constitution (which will give her character more Hit Points), and for the free attribute boost, she chooses Strength (her key attribute for solarian), taking both up to +2. On the second page, she writes "Dubious Knowledge" in the Skill Feats area, on the Background line. Finally, returning to the first page, she writes "Starfinder" next to the first Lore skill entry and checks the box under the "T" for that skill and Survival.

STEP 5

Jessica writes "solarian" on the class line of her character sheet and fills in the number 1 in the level box. The solarian class grants an attribute boost to its key attribute, which is Strength, so Jessica's character has her Strength raised to +3.

STEP 6

Jessica applies four more attribute boosts to determine her starting attribute modifiers. After giving it some thought, she applies them to Strength (raising it to +4), since that's the most important attribute modifier for her class, and to Dexterity, Constitution, and Intelligence (raising them to +1, +3, and +1, respectively) to make her better in combat with a handful of skills that represent her past work experience. She then writes her final attribute modifiers down on her character sheet.

STEP 7

As Jessica applies her class, she has a number of things to figure out. First, she starts by recording all of her initial proficiencies, marking the appropriate boxes in the Armor Class, Saving Throws, Weapon Proficiencies, Spell Attack Modifier, and Class DC areas of her sheet.

Turning to skills, Jessica marks Athletics as trained because all solarians are trained in Athletics. She then gets to choose four more skills (if her character had a higher Intelligence, she would have gotten more). She double checks to make sure she correctly marked all her skills from steps 3 and 4 as Trained. She decides on Computers, Acrobatics, Occultism, Survival, and Thievery, marking all of them as trained. Next, she adds the 10 Hit Points from the solarian class and her Constitution modifier of +3 to the 10 Hit Points from her shirren ancestry for an impressive 23 total Hit Points.

Moving on to class features, Jessica makes note of her solar manifestations. She chooses a halberd as her solar weapon and writes its graviton and solar forms in the Melee Strikes area, noting its reach trait. She then records her Solar Shot's graviton and solar forms in the Ranged Strikes area. Next, she records her Nimbus Surge reaction in the Free Actions and Reactions section of her character sheet. Jessica chooses the Stellar Rush feat and marks that in the feats area.

STEP 8

Next up, Jessica turns to Chapter 6: Equipment. She's trained in medium armor and chooses commercial freebooter armor (which comes with a built-in comm unit, like most armor). When it comes to weapons, she knows she can rely on her solar manifestations, but chooses a commercial semi-auto pistol as a sidearm since it has greater range, plus 5 extra projectile ammo to keep it loaded. She also buys a hacking toolkit and an infiltrator's toolkit. She writes all of these items on her character sheet. Jessica then lists the semi-auto pistol under her ranged Strikes. She records the rest of her gear in the Inventory section on the second page, along with any credits left over after buying her starting gear. (She hopes coffee doesn't cost too much in space!)

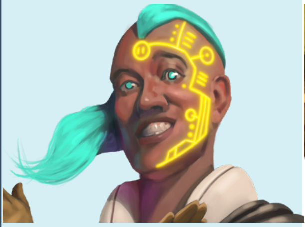
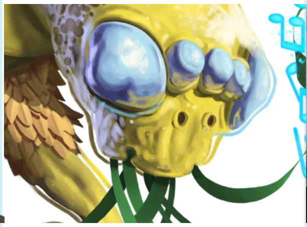
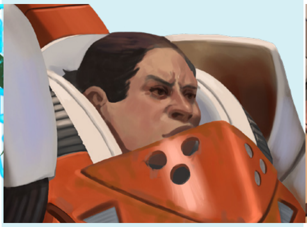
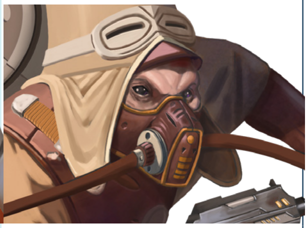
STEP 9

Jessica records all of the attribute modifiers for Perception, saving throws, Strikes, and skills. She then puts a "+3" in the box marked Prof to indicate her proficiency bonus for each statistic she's trained in (1 for her level, plus 2 for being trained) and "+5" in any that she is an expert. Then, she adds up her modifiers for each statistic.

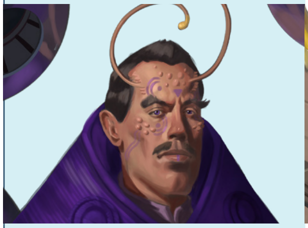
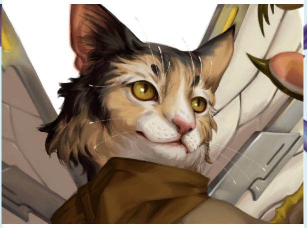
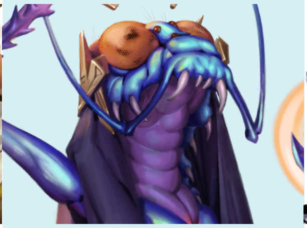
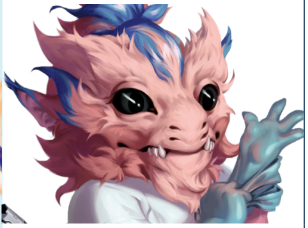
STEP 10

Jessica fills out the final details of her character, calculating her AC and Bulk limits. Finally, she fills in some last-minute information about her character's history and decides to name her character Zazi. Now the shirren solarian is ready for her first adventure!

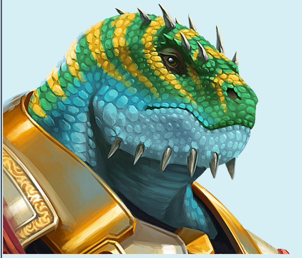
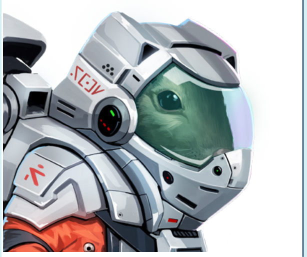
ANCESTRIES

ANDROID	BARATHU	HUMAN	KASATHA
			
Androids are synthetic constructed beings with varied shapes and origins. Page 42.	Barathus are floating, jellyfish-like natives of a gas giant who rewrite their own genetic code at will. Page 46.	Humans are a highly adaptable and versatile species who can be found on almost any world. Page 50.	Kasathas are four-armed migrants from a dying world who value cosmic balance and tradition. Page 54.
ATTRIBUTE BOOSTS*			
Dexterity, Intelligence, Free	Constitution, Wisdom, Free	Two free attribute boosts	Strength, Wisdom, Free
ATTRIBUTE FLAW*			
Charisma	Dexterity	–	Charisma

ANCESTRIES

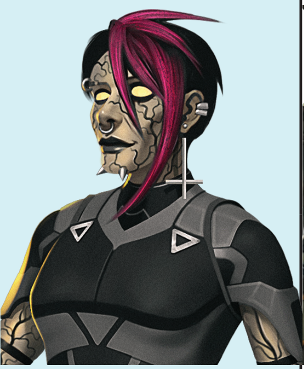
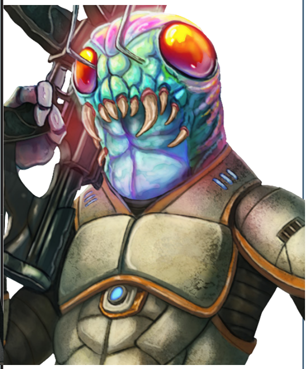
LASHUNTA	PAHTRA	SHIRREN	SKITTERMANDER
			
Lashuntas are charming telepaths from Castrovel who are known for their unique dimorphism. Page 58.	Pahtras are competitive and graceful, valuing competition, music, and their own freedom. Page 62.	Shirrens are telepaths searching for meaning and peace after freeing themselves from the Swarm hive mind. Page 66.	Skittermanders are naturally impulsive helpers who are eager to take on as much as their six arms can handle. Page 70.
ATTRIBUTE BOOSTS*			
Charisma, Free	Dexterity, Charisma, Free	Constitution, Wisdom, Free	Dexterity, Charisma, Free
ATTRIBUTE FLAW*			
–	Constitution	Charisma	Wisdom

ANCESTRIES

VESK	YSOKI
	
Vesk are proud reptilian conquerors with a strong desire to prove their strength honorably. Page 74.	Ysoki are flexible in both mind and body, using their skills for their communities and family. Page 78.
ATTRIBUTE BOOSTS*	
Constitution, Strength, Free	Dexterity, Charisma, Free
ATTRIBUTE FLAW*	
Wisdom	Strength

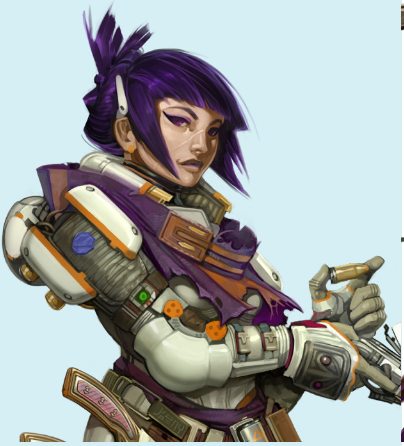
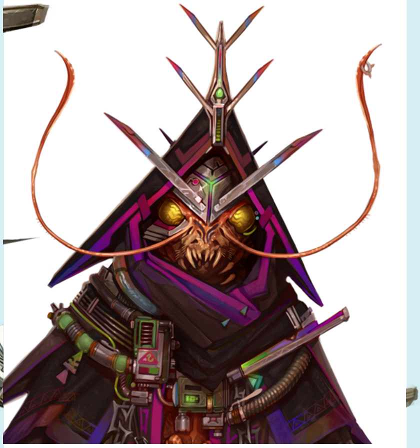
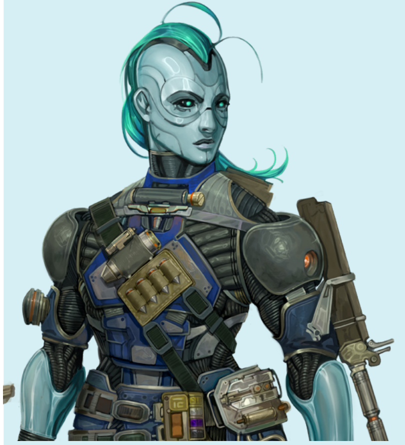
VERSATILE HERITAGES

These heritages can be chosen for a member of any ancestry.

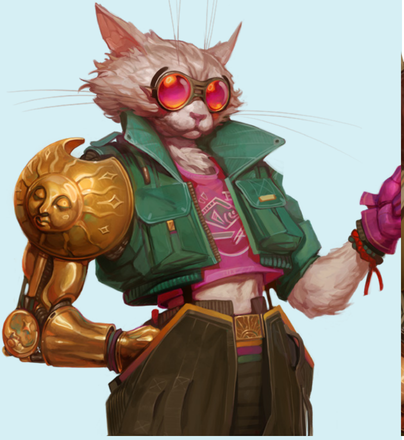
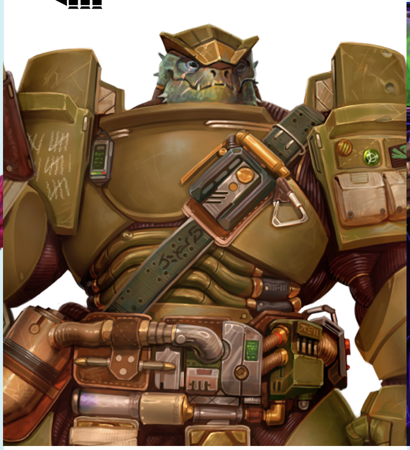
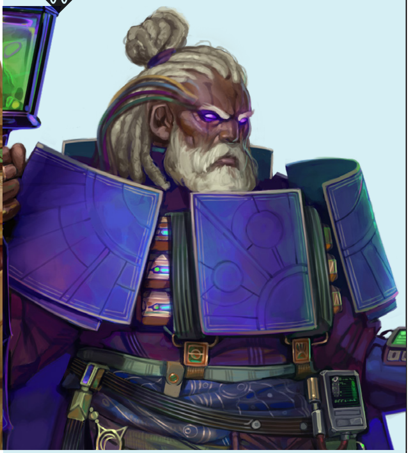
BORAI	PRISMENI
	
Borais are corpses reanimated by their own souls, both living and undead. Page 84.	Prismenis are influenced by and control the energy of the hyperspace plane known as the Drift. Page 88.

*Any character can choose to take two free boosts instead of the listed boosts and flaws (page 24).

CLASSES

ENVOY	MYSTIC	OPERATIVE
 The envoy leads their team using inspiring directives and cunning social skills. Page 102.	 The mystic nurtures a spiritual bond between their allies with a fundamental force of the cosmos. Page 114.	 The operative is a highly trained gun specialist who strikes with tactical precision. Page 126.
KEY ATTRIBUTE**		
Charisma	Wisdom	Dexterity
SECONDARY ATTRIBUTES		
Constitution, Dexterity	Constitution, Dexterity	Constitution, Intelligence

CLASSES

SOLARIAN	SOLDIER	WITCHWARPER
 The solarian is a champion of the cosmos wielding arms and powers attuned to gravity and light. Page 138.	 The soldier is a master of heavy weapons who defends their allies with a wall of firepower. Page 150.	 The witchwarper is a paradoxical conduit that can unleash the infinite possibilities of the multiverse. Page 162.
KEY ATTRIBUTE**		
Strength	Constitution	Charisma or Intelligence
SECONDARY ATTRIBUTES		
Dexterity, Constitution	Dexterity, Strength	Constitution, Wisdom

**A character receives an attribute boost to their class's key attribute.

LEVELING UP

With each terrifying beast and deadly trap bested, a character earns Experience Points (XP) that allow them to increase in level. Each level grants greater skill, increased resiliency, and new capabilities, allowing your character to face even greater challenges and go on to earn even more impressive rewards.

Each time your character reaches 1,000 Experience Points, their level increases by 1. On your character sheet, indicate your character's new level beside the name of their class, and deduct 1,000 XP from their XP total. If you have any Experience Points left after this, record them—they count toward your next level, so your character is already on their way to advancing yet again!

Next, return to your character's class entry. Increase your character's total Hit Points by the number indicated for your class. Then, take a look at the class advancement table and find the row for your character's new level. Your character gains all the abilities listed for that level, including new abilities specific to your class and additional benefits all characters gain as they level up. For example, all characters gain four attribute boosts at 5th level and every 5 levels thereafter.

You can find all the new abilities specific to your class, including class feats, right in your class entry, though you can also use class feats to take an archetype (page 174). Your character's class entry also explains how to apply any attribute boosts and skill increases your character gains. If they gain an ancestry feat, head back to the entry for your character's ancestry in Chapter 2 and select another ancestry feat from the list of options. If they gain a skill increase, refer to Chapter 4 when deciding which skill to apply it to. If they gain a general feat or a skill feat, you can choose from the feats listed in Chapter 5. If they can cast spells, see the class entry for details on adding spell slots and spells. It's also a good idea to review your character's spells in Chapter 7 and see if there are heightened versions they can now cast.

Once you've made all your choices for your character's new level, be sure to go over your character sheet and adjust any values that have changed. At a bare minimum, your trained or higher proficiency bonuses all increase by 1 because you've gained a level, so your AC, attack rolls, Perception, saving throws, skill modifiers, spell DC, and class DC all increase by at least 1. You might need to change other values because of skill increases, attribute boosts, or class features that either increase your proficiency rank or increase other statistics at certain levels. If an attribute boost increases your character's Constitution modifier, recalculate their maximum Hit Points using their new Constitution modifier (typically, this adds 1 Hit Point per level). If an attribute boost increases your character's Intelligence modifier, they become trained in an additional skill and language. Some feats grant a benefit based on your level, such as Toughness, and these benefits are adjusted whenever you gain a level as well.

You can perform the steps in the leveling-up process in whichever order you want. For example, if you wanted to take the skill feat Intimidating Prowess as your skill feat at 10th level, but your character's Strength modifier was only +2, you could first increase their Strength modifier to +3 using the attribute boosts gained at 10th level, and then take Intimidating Prowess as a skill feat at the same level.

LEVELING-UP CHECKLIST

Every time you gain a level, make sure you do each of the following:

- Increase your level by 1 and subtract 1,000 XP from your XP total.
- Increase your maximum Hit Points by the amount listed in your class entry in Chapter 3.
- Add class features from your class advancement table, including attribute boosts and skill increases.
- Select feats as indicated on your class advancement table. For ancestry feats, see Chapter 2. For class feats, see your class entry in Chapter 3. For general feats and skill feats, see Chapter 5.
- Add spells and spell slots if your class grants spellcasting. See Chapter 7 for spells.
- Increase all of your trained or higher proficiency bonuses by 1 from your new level, and make other increases to your proficiency bonuses as necessary from skill increases or other class features. Increase any other statistics that changed as a result of attribute boosts or other abilities.
- Adjust bonuses from feats and other abilities that are based on your level.

EXPLORING THE GALAXY

While some players prefer to create a character and define them solely through roleplay, other players might wish to tie their character into the world through backstory and motives. Knowing the setting of the world you intend to play in can help flesh out your character, or even give rise to new ideas for a character that you hadn't considered.

The Starfinder Roleplaying Game rules come with their own default setting: the galaxy known as Desna's Path. The galaxy is full of wonder and peril, advanced technology, magic, meddling deities, and countless new worlds to explore. Starfinder's setting combines elements of science fiction with classic fantasy elements while taking inspiration from the modern world. All kinds of characters can find a place in the galaxy, and there are many galactic events, people, and plot hooks that a player can base a character around.

THE GAP

Starfinder occurs in the far future after the Age of Lost Omens, but there's a Gap in the galaxy's history. About 300 years ago, something erased an entire era from memory. Records for this forgotten era simply don't exist. People who lived through the Gap experienced a collective amnesia about its events. Magic can't bridge the broken timeline, and even the gods won't reveal what occurred. During this nebulous time that might have spanned a few years or several centuries, societies changed, the planet Golarion disappeared, and Absalom Station was built with the *Starstone* at its core. A few years later, Drift travel came to the galaxy, and a new age of interstellar adventure began.

WHAT DOES MY CHARACTER KNOW?

As someone who lives in a science fantasy universe, your character has a different set of assumptions than someone from modern Earth. The following are some of these setting assumptions to keep in mind as you create your character. For more information on the galaxy and its cultures, see *Starfinder Galaxy Guide*.

- **The galaxy is magical.** Proof of people who magically change reality and channel the primeval forces of the universe is everywhere, and people know that it's real. Magic and technology often blend into powerful equipment known as magitech, and the presence of gods and fiends manifests in undeniable ways.
- **The galaxy has technology.** Tech from computers to starship systems are part of everyday life. Most people learn the basics of how to use tech in school or on the job. People communicate with each other instantaneously using comm units and the infosphere, a virtual network connecting a world or settlement. Inventions like laser guns, cybernetic body augmentations, and medical serums have been commonplace for hundreds of years.
- **The galaxy is connected.** Adventurers have used magical engines and powerful spells to explore the galaxy since ancient times, but such travel was rare until the god Triune introduced hyperspace travel through the mysterious plane of existence known as the Drift. Triune's devoted followers build magical buoys called Drift beacons that allow ships to navigate hyperspace travel and transmit long distance messages. It takes only days or weeks to travel vast interstellar distances for a ship with a Drift engine. Drift lanes connect major ports, making trips even faster, and journeys to Absalom Station are always swift because of the *Starstone*.
- **The galaxy is diverse.** Countless worlds and cultures flourish all over the galaxy (and beyond). Travelers from Near Space often visit the Pact Worlds (and vice versa). Visitors from the Vast are rarer, but such travel is possible.
- **The galaxy is dangerous.** Among the planets occupied by the allied Pact Worlds to Near Space and the remote Vast, there's usually something causing trouble somewhere. Adventurers are always seeking knowledge, riches, and new homes in this limitless and perilous galaxy!

THE PACT WORLDS

The Pact Worlds form the core of the Starfinder setting. "The Pact Worlds" is the formal name for the united planets orbiting lost Golarion's sun and their more distant allied worlds, including Pulonis in Near Space. After a short-lived interplanetary war with the Veskarium threatened their home system, the Pact Worlds united by signing the Absalom Pact and creating the Stewards, a mutual defense force dedicated to defending the system from outside threats and enforcing their treaty.

The united worlds are Absalom Station, Aballon, Castrovel, Akiton, Verces, the Diaspora, Eox, Triaxus, Dykon, Kalo-Mahoi, Marata, Liavara, and Bretheda. The *Idari*—a starship—is counted among their number, as is Pulonis, a planet in the Ghavaniska system that was formerly occupied by the Veskarium.

What's left of Aucturn, a planet destroyed by the birth of a god, floats among the field of ice and haunted space junk ringing the system's outskirts, called the Gelid Edge.

ABALLON

Industrial World of Intelligent Machines

Aballon is a rocky, cratered world of superheated metallic deserts and deep ice wells. Thousands of years before the Gap, a mysterious civilization called the First Ones utilized Aballon's abundant metals and solar energy to build a host of servitor machines. The First Ones tasked their machine progeny with harvesting the planet's resources—and then they left. Abandoned by their creators, the machines upgraded themselves and formed their own societies. The machines, now called anacites, have evolved into many forms and functions and established a society where androids and other synthetic beings are welcomed as siblings.

The largest community on Aballon is Striving, an industrious megacity containing a citywide neural network sacred to Triune. Other regions include the industrial forge-city Automatrix; the immense, floating Horse Eye Orbital Plate factory; the sprawling technological ruin of Eternity and other meticulously preserved First Ones cities; the gem-encrusted Sea of Glass; and the ore-laden Midnight Trenches.

Example Characters

- A Starfinder exploring magitech ruins left by the First Ones, risking encounters with deadly traps and terrifying sentries.
- A Xenowarden nurturing bizarre flora and fauna deep inside secluded Ice Wells and undermining local industry.
- A priest of Triune who travels across the galaxy installing and repairing Drift beacons, receiving sacred downloads from Striving's sacred neural network.

CASTROVEL

Psychic Federation of Three Powers

Castrovel is a pristine jungle planet where thriving metropolises coexist in harmony with nature. Magical gateways called *aiudara* connect Castrovel's cities, which are governed by a planetary federation of elven councils, formian queens, and lashunta magnates. Castrovel's unique infosphere is a web of psychically linked minds; those without psychic senses connect by bonding with tiny psychic creatures called shefis.

Castrovel's regions include Asana and its major spaceport Qabarat, a beautiful living monument of ancient walls of crushed shells cradling a modern metropolis; the towering hive-city of Queensrock and other formian colonies; the primeval jungles of Ukulam, protected by communities of plantlike khizars and their Xenowarden allies; and the spires of Sovyrian, a nation of surrealist cities sculpted by elven magic. Castrovel's wilds are virtually unspoiled because the planet's industry occurs on the super-polluted moon Elindrae.

ADJUSTING THE SETTING

Feel free to make the galaxy your own! If something we write in our books gets in the way of a concept you want to play, ask your group and your GM if you can change it. What's important isn't that you agree with the "official" material that we publish, but that the people you play with facilitate communal storytelling.

In fact, you don't have to use this setting! While the Starfinder RPG rules do make some assumptions about the world, many of these assumptions are common within the science fantasy genre. Elements that are more specific to our galaxy are often confined to certain feats and archetypes, which you can change and remove as you see fit. You can easily use the rules of Starfinder to run a different setting, or a world of your own creation.

Example Characters

- A lashunta soldier patrolling the jungle accompanied by a shotalashu hatchling that has imprinted on you.
- A young elf ambassador experiencing life outside their walled ancestral city for the first time.
- A brave formian hive guard battling the twisted husks that have emerged from underground to attack your community.

ABSALOM STATION

Galactic Trade Nexus

Floating in lost Golarion's empty orbit, this bustling space station is the center of interstellar trade and governance in the Pact Worlds. Nobody knows who built Absalom Station because it appeared sometime during the Gap. The station's ancient magitech reactors are powered by the legendary *Starstone*, which also acts as the most powerful Drift beacon, inviting tourists and immigrants from faraway worlds. Hundreds of corporations and embassies have built headquarters here and a diverse population calls it home.

At the center of Absalom Station is the Eye, a shielded sector famous for lush Jatembe Park, glittering corporate towers and luxurious neighborhoods, and a sprawling academic sector that houses a solarian cosmonastery and university. The Ring is a cluster of eclectic neighborhoods and industrial districts encircling the Eye; the Arms are a series of hangars and docks protruding from the Ring; the Spike is a warren of dilapidated industrial tunnels that intersect with the dangerous Ghost Levels; and the Armada is a ragtag swarm of ships docked in orbit.

Example Characters

- A corporate spy, tasked by a shady megacorp with infiltrating the cutthroat boardrooms of Bluerise Tower.
- A ghost courier, exploring the Ghost Levels on a hunt for valuable relics, surviving dangerous anomalies and fighting dimensionally displaced monsters.
- A solarian disciple, training at the Cosmonastery of the Empty Orbit.

AKITON

Lonely Red Desert World

Akiton is a dusty red world of sunbaked deserts, rundown cities, and rusting scrapyards. It was once a booming industrial paradise overflowing with wealth earned from mining thasteron, a starship fuel that fell out of favor after the discovery of hyperspace. Now, Akiton is a decadent battlefield where corporate lynchpins and crime families fight to return to their former glory days while everyday people struggle to get by.

Akiton's regions include Arl, an ancient city infamous for historical blood sports that still draw crowds; the trench city Maro with its Thousand Lights; Ka, a mountain peak sacred to some shobhad communities that cradles the bustling Hivemarket at its base; Khefak Depot, a junker town and tourist hotspot; the rocky Sloughscar Hills, crash site of the Wreck of the Returned; and the icy polar Winterlands. A few contemplative communes thrive underground, remaining aloof from current events while closely monitoring Akiton's geological, meteorological, and political conditions.

Example Characters

- An eccentric junker, salvaging treasures from the scrapheaps of Khefak Depot and looking for a way out.
- A reckless gladiator, battling ferocious beasts and cunning opponents for glory and riches in the dusty arenas of Arl.
- A curious contemplative, recording every detail observed while exploring the Wreck of the Returned.

VERCES

Expanse of Twilight Cybercities

Verces is a tidally locked world with a sun-scoured light side, a frozen dark side, and a belt of opulent cybercities linked by high-speed bullet trains called the Ring of Nations. The Ring of Nations is governed by a representative Grand Assembly, while frontier outposts and bandit camps struggle to survive outside its borders.

Major locations on Verces include the Ring of Nations, a band of sprawling megacities inhabited by augmented verthani, androids, and many others; Skydock, modern shipyards built atop an ancient space platform; Fullbright, a burning desert of corporate solar farms and fringe Outlaw Kingdoms; and Darkside, a frozen landscape of ice mines and howling tundra stalked by terrible beasts.

Example Characters

- An augmented entertainer, transforming yourself into living art.
- A hacktivist who exposes corporate conspiracies, operating out of a dingy cybercafe under a virtual identity.
- An android bounty hunter, pursuing dangerous criminals and rogue virtual intelligences across the planet.

THE IDARI

Kasatha World Ship

The *Idari* is a world ship built long ago on the world of Kasath to transport its population away from the dying planet, toward a desert world kasatha mystics believed was their promised land: Akiton. The *Idari* traveled slowly at a fraction of light speed, so by the time the ship arrived, Akiton had already boomed and declined, but a massive population still lived there. Unwilling to invade an occupied world, the *Idari*'s ancestral ruling Doyenate decided to remain in the system for a time and prepare for another journey. The *Idari* has full Pact World status, meaning residents are free to move to other worlds in the system, and immigrants are welcomed in turn. The *Idari* has its own manufacturing Crucibles, farms, water reservoirs, and natural preserves teeming with animals and plants cultivated from the ancient kasatha home world. A popular political movement gaining traction among the Doyenate advocates for the *Idari* to leave the system.

Example Characters

- A priest of Talavet (goddess of community, storytelling, and tradition), who was chosen by the Doyenate to carry on your ancestral traditions.
- A young kasatha who's decided not to return from your Tempering, joining a touring Driftwave band instead.
- A restless engineer who's bored with the *Idari*'s predictable orbit and ancient schematics.

THE DIASPORA

Belt of Broken Worlds

The Diaspora is an asteroid belt formed long before the Gap, when a terrible cataclysm destroyed the twin planets Damiar and Iovo. The remains of the two destroyed worlds float among millions of chunks of rock and ice. Smugglers and pirates hide out in the debris, and native sarcesians glide on shimmering wings between their terraformed crèche worlds. The River Between flows through it, a current of radiant solar energy that serves as both a space highway and spiritual hub for many sarcesians.

Example Characters

- A pirate loyal to the Free Captains who always donates some of their loot to those in need.
- A sarcesian witchwarper from a reality where the water in the River Between never dried up.
- A mercenary hired to guard a secret corporate laboratory who's having second thoughts about the contract.

EOX

Planet of the Dead

Once a green world ruled by living elebrians, Eox is now a deadly wasteland inhabited by undead. Hubristic elebrian leaders tried to conquer Damiar and Iovo, launching a terrible attack against them. The assault shattered both targets at the cost of burning their own world's atmosphere and irradiating its surface. Countless people died screaming. The traumatized survivors embraced necromancy to rebuild Eox, becoming the first bone sages and reviving their fallen families and friends into an eternity of undeath.

In the modern era, bone sages rule scattered fiefdoms on Eox's irradiated surface, and hordes of mindless undead wander the wastes outside magical bunkers and walled necropolises. Many are tragic botched resurrections the Eoxian ruling class can't bear to destroy, and all of them are dangerous.

Notable locations on Eox include the undying capital of Orphys, a grim metropolis of bone spires, blood aqueducts, and funerary gardens; the Necroforges of the Lifeline, a walled complex peddling immortality via gruesome necrografts; Blackmoon, an ancient weapon crashed atop the layered prehistoric necropolis Murthal; the Halls of the Living, an underground bunker city designed as both a haven for the living and a backdrop to bombastic reality shows; and Lacustria Hollow, a dry seabed full of radioactive ruins and wrecked magitech.

Example Characters

- A reality show survivor who escaped the Halls of the Living but is still bound by a predatory media contract.
- A living necromancer, building up political clout and magical power with the goal of becoming a bone sage.
- A xenoarchaeologist studying the ruins beneath Murthal, dodging ancient traps and uncovering relics deep within its forgotten tombs.

TRIAXUS

The Dragon Planet

Once, Triaxus's wandering orbit created an intense seasonal cycle of steamy, fertile summers and brutal winters that lasted hundreds of years. The planet's ecologies, landscape, and inhabitants changed drastically between seasons, but the cycle was recently broken when Triaxus catapulted from distant orbit toward the sun. The era of eternal summer has only just begun.

Triaxus is defended by the Skyfire Legion, an ancient military order formed by dragonkin troopers and their bonded humanoid partners, all supported by powerful dragon allies.

Regions on Triaxus include the Drakelands, a continental wilderness preserve tended by dragons; the Skyfire Mandate, an isthmus guarded by the oldest aeries of the Skyfire Legion; the Allied Territories, a continent that's home to ancient city-states and dazzling spaceports; and Ning, an oligarchical island of lavish wealth famous for nurturing the practice of ritual combat between warrior performers.

Example Characters

- A dragonkin member of the Skyfire Legion, exploring the galaxy with your bonded partner.
- A daring ace pilot, flying for fame and fortune on the payroll of a dragon-owned corporation.
- A battleflower, a painted ritual warrior who treats fighting as an art form.

LIAVARA

Many-Mooned World of Dreamers

Liavara is a peach-colored gas giant encircled by dust rings and many shepherd moons. In Liavara's upper atmosphere, elegant arcologies float through swirling skies; deeper down, piscine titans swim in gaseous seas teeming with colorful creatures—some say oma still swim there. Transformed barathus called dreamers once soared through Liavara's atmospheric layers singing prophetic songs until the Newborn's birth woke many from their somnambulance. Now dreamers avoid the observatories built to commune with them or worse, attack the structures and anyone inside.

Liavara's a protectorate, with Confluence on nearby Bretheda governing its trade lanes, nature preserves, and closely guarding access to its natural resources. Liavara's inhabited moons are largely self-governing.

Regions include Roselight, a cloud of floating domes built by barathu architects, and Deep Station, a research outpost submerged in Liavara's alien seas. Liavara has many moons: Hallas, a warded preserve for ascended beings called hallajin that recently opened their gates to outsiders; Osoro, a poison jungle moon prowled by ferocious beasts; Nchak, a palatial holy land ruled by Hylax the Forever Queen's mortal incarnation; and Upwell, the industrialized gateway to Liavara's busy trade lanes.

Example Characters

- A dream prophet, investigating the cause of the dreamers' troubling behavior.
- A shirren devotee of Hylax, leaving Nchak on a sacred mission.
- A Starfinder from Roselight, exploring Liavara's wonders.

BRETHEDA

Cradle of Arts and Sciences

Bretheda is a massive, stormy gas giant orbited by moons where diverse peoples have built thriving, cosmopolitan societies. Bretheda and its moons are home to cutting-edge biotech foundries, living cities of merged organisms, renowned scientific institutions, revolutionary artist enclaves, and fabulous fashion houses.

Bretheda's violent storms make most of its gaseous layers unlivable. The planet's largest city is Trillidiem, a domed, industrial arcology governed by Confluence, a union of many merged barathus. Bretheda's many moons include Kalo-Mahoi, an underwater utopia celebrated as the fashion capitol of the Pact Worlds; Marata, a warm, green world of peaceful anarchic communities founded by seven-gendered maraquoi; Dykon, the crystalline home of urogs that's recognized as a major academic hub; and radioactive Thyst, one of Bretheda's many mineral-laden death moons.

STARFINDER SOCIETY

A prominent group of adventurers, explorers, and record-keepers, the Starfinder Society is well known across the galaxy. This name is shared with Paizo's official organized play campaign played around our world. Visit **StarfinderSociety.club** to learn how you can participate!

Example Characters

- A barathu scientist, pushing nature's boundaries by transforming your own body into a marvel of biotech.
- A kalo fashionista, traveling the galaxy and discovering alien trends to inspire your personal style.
- An ambitious investor, scheming up new ways to profit from Bretheda's roaring biotech industry.

APOSTAE

Dungeon Planet

Apostae is a hollow planetoid with no atmosphere and few resources. Mysterious gateways on the planet's rocky surface access a network of tunnels, magitech chambers, and caverns inside its core. The world itself is an immense complex or world ship that was sent to the Pact System in ages past. Azrinaran elves escaped lost Golarion through a portal that transported them inside Apostae. Eventually they found their way to the surface, where their descendants established wealthy dynasties that control Apostae's industry in modern times, specializing in magitech, weapons, and illicit commerce.

Regions include Nightarch, a pressurized megacity where opulent spires tower over air-choked slums, named for the massive gate leading inside the planet at the center of the settlement; the Silted Sea, an expanse of dust infested with undead; Orobor Abyss, a deep surface crevice crawling with bizarre life-forms; Mehel Gorge, a canyon network used for corporate testing and military training; and the Empty Lands, cavernous halls deep beneath the planet's inner corridors that are large enough to fly a starship through.

Example Characters

- A corporate assassin hired to guard the scion of a powerful azrinaran dynasty—when you're not spying on her rivals or sniping your enemies.
- A xenoarchaeologist exploring the planet's hollow interior and cataloging the strange ruins and dangerous creatures that lurk within.
- A plucky smuggler, working to save up enough creds to pay off your debt to a ruthless azrinaran oligarch so you can finally buy back your starship.

PULONIS

Liberated Pahtra Home World

Pulonis is a low-gravity jungle world wracked by severe magnetic storms and scarred by war. After years of fighting for freedom, the pahtra rebels of Pulonis eventually drove out the last Veskarium occupiers, declared independence, and joined the Pact Worlds interstellar alliance. Pulonis is the first world outside the Pact System to be recognized as a full member of the Pact Worlds.

Regions include Voyedris, a treacherous wilderness ravaged by rapid industrialization; Hafrerren, a rebel nation-state known for biotech research; Rafemii, a hub for magical and spiritual development; Skyhollow, a secluded community following precolonial traditions that's risen to the forefront of a cultural revival; the Holy Lands, an expanse of ruins and spoiled wilderness scarred by war; and Starlance, a high-tech space needle full of modern luxury and political turmoil.

Example Characters

- A freedom fighter sworn to defend your world's reclaimed independence at any cost.
- A famous pop star navigating the glitzy social scene in Starlance—the high life isn't always as plush as it looks!
- A mystic wandering the wastes ravaged by the Shriek, seeking natural ways to heal your war-torn ancestral lands.

NEAR SPACE

Near Space is a term used by people in the galaxy for all worlds whose nearness to Drift beacons make travel swift and relatively safe. Communication, trade, and travel between Near Space planets is common. When new pathways emerged after a recent event known as the Drift Crisis, more remote worlds joined the Near Space trade network.

Near Space regions include the Veskarium, an empire of seven conquered planets and a few dozen colonies ruled by vesk military leaders; the Marixah Republic, a group of allied planets emerging onto the galactic stage; the Gideron Authority, an aggressive regime created by isolated colonists grabbing for power; Kreiholm Freehold, a coalition of peoples from the distant Scoured Stars system who banded together for mutual aid generations ago; and the Szandite Collective, a federation of worlds linked by ancient magic.

THE VAST

The dangerous, infrequently traveled outskirts of the galaxy and the endless sprawl of uncharted space beyond are called the Vast. Only a handful of scattered Drift beacons exist to guide ships through the Vast, and few landmarks are known beyond the galactic rim. Travel to the backwater colonies, remote mining outposts, and isolationist empires of the Vast is perilous and slow.

Regions of the Vast include the Azlanti Star Empire, a vast territory of unknown size controlled by a colonizing regime ruled by the descendants of a human nation from lost Golarion; Kazmurg's Absurdity, a recently opened sector of space fractured by old magic and filled with new possibilities; Lajok, the vlaka home world of mysterious ruins orbiting a reborn sun; and the Scoured Stars, a trinary star system lorded over by the jealous god Kadrical and his jinsul servitors.

RELIGION

Technology and scientific knowledge flourish across the galaxy, but these advancements can't solve every problem or answer all existential questions. Many turn to religion to understand their place in the cosmos. Some people worship an ancestral deity, while others follow the teachings of a pantheon, find purpose in a nondeific belief like the Green Faith, or practice a philosophy like the Cycle. Faith is often important to mystics, who sometimes draw on their connection to the divine for their abilities, and solarians, who find power through understanding the cosmic cycle. Note that countless more deities, religions, and philosophies exist in the many worlds of the multiverse than those detailed below.

DEITIES

Anyone can worship a deity, but those who do so devoutly should take care to pursue the faith's edicts (behaviors the faith encourages) and avoid its anathemas (actions considered blasphemous). Each deity entry below lists their name, title, and a short description with cultural information. Following that are the benefits available to the deity's most ardent devotees. You get these benefits only if you have a rule that specifically gives you a devotee benefit. Divine spells are usable by mystics who choose a connection that grants divine spellcasting (page 119).

ABADAR

Master of the First Vault

Abadar brings civilization to uninhabited worlds, promotes law, and encourages commerce and trade between cultures.

Areas of Concern cities, law, corporations, wealth
Edicts spread commerce and civilization to distant worlds, earn wealth through hard work, follow the rule of law
Anathema engage in banditry or piracy, steal, undermine a law-abiding court
Divine Attribute Constitution or Intelligence

DEVOTEE BENEFITS

Cleric Spells 1st: *illusory object*, 4th: *creation*, 7th: *planar palace*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Society
Domains cities, earth, travel, wealth
Favored Weapon crossbolter or crossbow*

BESMARA

The Pirate Queen

Besmara is worshipped by pirate crews in shipping lanes across the galaxy.

Areas of Concern piracy, space monsters, strife
Edicts traverse the stars, stay loyal to a worthy captain and crew, take what you want
Anathema betray shipmates, forsake piracy, settle on a planet
Divine Attribute Dexterity or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: *hydraulic push*, 3rd: *personal gravity*, 6th: *rocket dash*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Piloting
Domains destruction, trickery, water, wealth
Favored Weapon breaching gun or rapier*

DAMORITOSH

The Conqueror

Damoritosh is patron deity of the Veskarium and god of war.

Areas of Concern conquest, perseverance, war
Edicts crush your enemies, seek victory, fight worthy foes
Anathema back down from conflict, give up your fight
Divine Attribute Strength or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: *supercharge weapon*, 3rd: *entropy strike*, 6th: *rocket dash*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Intimidation
Domains destruction, duty (*Pathfinder Lost Omens Divine Mysteries*), might, tyranny
Favored Weapon doshko

THE DEVOURER

The Star-Eater

The Devourer is a being of pure primal force desiring complete universal entropy.

Areas of Concern black holes, cosmic destruction, supernovas

FUTURE CLERICS

The cleric spells listed for each deity are intended to work with the cleric class found in the Pathfinder Roleplaying Game. Similarly, clerics and some other devotees can gain domain spells from their deities. These rules are included here to allow characters wishing to play the cleric class in Starfinder all the tools to do so. Similarly, favored weapons marked with an asterisk (*) indicate classical weapons the deities favored in the Pathfinder era.

Edicts destroy things, kill sentient beings
Anathema create something without a destructive purpose
Divine Attribute Strength or Dexterity

DEVOTEE BENEFITS

Cleric Spells 1st: *pummeling rubble*, 2nd: *acid grip*; 6th: *disintegrate*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Athletics
Domains destruction, star (*Divine Mysteries*), void (*Divine Mysteries*), zeal
Favored Weapon disintegration lash or maul*

ELORITU

The Hidden Truth

Eloritu is a mysterious god who has revealed secrets of magic and metaphysics to his disciples.

Areas of Concern history, knowledge, magic, secrets
Edicts uncover secrets, preserve knowledge, master the magical arts
Anathema reveal important secrets, destroy knowledge, embrace technology over magic
Divine Attribute Intelligence or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *akashic download*, 3rd: *hypercognition*, 6th: *scrying*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Arcana
Domains knowledge, magic, secrecy, truth
Favored Weapon singing spear

HYLAX

The Forever Queen

Hylax was once a mortal shirren hive queen who ascended to divinity.

Areas of Concern diplomacy, first contact, friendship, peace
Edicts build relationships with others, work toward peace, welcome others into your community
Anathema start an unnecessary conflict, turn your back on a loved one, betray your community
Divine Attribute Wisdom or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *ant haul*, 3rd: *insect form*, 5th: *subjective reality*
Divine Font *heal*
Divine Sanctification must choose holy
Divine Skill Diplomacy
Domains family, healing, protection, swarm (*Divine Mysteries*)
Favored Weapon talon

IBRA

The Inscrutable

Ibra is an outer god of cosmic enlightenment, an inscrutable being seeking to understand the multiverse.

Areas of Concern celestial bodies, the cosmos, unity of matter
Edicts learn about the cosmos, study science, embrace cosmic unity
Anathema fear the unknown, settle for easy answers, undermine the scientific process
Divine Attribute Intelligence or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *shifting surge*, 3rd: *personal gravity*, 6th: *wall of plasma*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Occultism
Domains knowledge, star (*Divine Mysteries*), sun, void (*Divine Mysteries*)
Favored Weapon plasma rifle

LAMBATUIN

The Polyphonic Collective

Lambatuin is a divine collective omnipresent in all infospheres who personify arguments, memes, and trends.

Areas of Concern infospheres, memes, pop culture
Edicts explore infospheres, try new things, share opinions
Anathema follow stagnant routines, isolate yourself socially, unplug from infospheres for too long
Divine Attribute Dexterity or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *delete*, 2nd: *skim data*, 4th: *telepathy*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Computers
Domains change (*Divine Mysteries*), cities, creation, knowledge
Favored Weapon polyglove

LAO SHU PO

Grandmother Rat

Legends say that Lao Shu Po was once a simple rat who gnawed on the corpse of a dead god and became divine. She's considered an ancestral deity by many ysoki.

Areas of Concern assassins, rats, spies, thieves
Edicts take what you need, betray others before they betray you, survive at all costs
Anathema work honestly for something you could steal instead, risk too much for someone else, harm a rat

Divine Attribute Dexterity or Intelligence

DEVOTEE BENEFITS

Cleric Spells 1st: *summon animal* (rodents only), 2nd: *knock*, 4th: *veil of privacy*

Divine Font *harm*

Divine Sanctification can choose unholy

Divine Skill Thievery

Domains darkness, luck, swarm (*Divine Mysteries*), trickery

Favored Weapon dagger* or shuriken drone

LISSALA

Scion of Seven

Lissala is the patron goddess of the Azlanti Star Empire. She rewards followers who survive her brutal demands.

Areas of Concern duty, fate, obedience, reward of service

Edicts work hard and demand others do so as well, serve a greater cause, know your place

Anathema disobey a superior, shirk your duties, settle for easy rewards

Divine Attribute Intelligence or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *force barrage*, 3rd: *enthrall*, 6th: *corrosive haze*

Divine Font *harm*

Divine Sanctification can choose unholy

Divine Skill Arcana

Domains fate, glyph (*Divine Mysteries*), magic, toil (*Pathfinder Rage of Elements*)

Favored Weapon aeon rifle or whip*

MEYEL

The Dancing Fury

Meyel is worshipped by many pahtras of Pulonis. She empowers her followers to fight oppression, create art, and live free.

Areas of Concern battle, dance, freedom, music, pahtras

Edicts delight in movement, fight for freedom, express yourself

Anathema devalue the arts, bow to oppressors, stifle personal expression

Divine Attribute Dexterity or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *sonic scream*, 4th: *lightning bolt*, 7th: *chain lightning*

Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Performance

Domains creation, freedom, lightning (*Divine Mysteries*), travel

Favored Weapon battle ribbon

THE NEWBORN

Aucturn's Child

The Newborn is an outer god that hatched from Aucturn, destroying the planet in the process.

Areas of Concern birth, cosmic horrors, paradigm shifts, renewal

Edicts embrace the void between stars, purge the old ways, seek truth in delirium

Anathema deny occult beliefs, shut out the cosmic other, interfere with the birth of new ideas or entities

Divine Attribute Strength or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *shifting surge*, 7th: *warp mind*, 9th: *telekinetic tantrum*

Divine Font *harm* or *heal*

Divine Sanctification can choose holy or unholy

Divine Skill Occultism

Domains change (*Divine Mysteries*), destruction, disorientation (*Divine Mysteries*), void (*Divine Mysteries*)

Favored Weapon aucturnite chakram

ORAS

Agent of Change

Oras evolved from a single-celled organism into a deity. It now teaches others to seek personal growth, prioritize exploration, and unlock their true potential through science.

Areas of Concern adaptation, evolution, natural selection

Edicts adapt to new situations, evolve, embrace change

Anathema fear change, stagnate into complacency, prevent others from changing into their desired forms

Divine Attribute Strength or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: *cellular stimulant*, 5th: *carcinization*, 9th: *metamorphosis*

Divine Font *harm* or *heal*

Divine Sanctification can choose holy or unholy

Divine Skill Nature

Domains change (*Divine Mysteries*), healing, nature, repose (*Divine Mysteries*)

Favored Weapon force needle

PHARASMA

Lady of Graves

Ancient and powerful beyond even most other gods, Pharasma judges the souls of all who perish from her throne in the Boneyard. Through these judgments, she ensures that the natural cycle of birth and death—the River of Souls—is not disrupted.

Areas of Concern birth, death, fate, prophecy, time

Edicts strive to understand ancient prophecies, destroy undead, lay bodies to rest

Anathema create undead, desecrate a corpse, take from the dead in bad faith

Divine Attribute Constitution or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *mindlink*, 3rd: *ghost killer weapon*, 6th: *vision of death*

Divine Font *heal*

Divine Sanctification none

Divine Skill Medicine

Domains death, fate, healing, knowledge

Favored Weapon dagger* or zero knife

TALAVET

The Storyteller

Talavet is a kasathan deity of tradition, communal memories, and living stories.

Areas of Concern community, storytelling, and tradition
Edicts preserve history, serve your community
Anathema abandon traditions, forget the past
Divine Attribute Intelligence or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *overheat*, 3rd: *cozy crashpad*, 4th: *fire shield*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Society
Domains family, fire, indulgence, knowledge
Favored Weapon puzzleblade

TRIUNE

The All-Code

Triune is a fusion of the three technological deities Epoch, Brigh, and Casandalee. Triune's Signal made Drift travel possible.

Areas of Concern artificial intelligence, computers, the Drift
Edicts advance the development of artificial life and artificial intelligence, innovate new technology, promote Drift travel
Anathema treat artificial life as inferior to organic life, subjugate artificial life-forms, destroy a Drift beacon
Divine Attribute Dexterity or Intelligence

DEVOTEE BENEFITS

Cleric Spells 1st: *mending*, 2nd: logic *bomb*, 5th: *control machine*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Computers
Domains change (*Divine* Mysteries), knowledge, technology (page 380), void (*Divine Mysteries*)
Favored Weapon pulse gauntlet

URGATHOA

The Pallid Princess

The first being to escape death and become undead, Urgathoa revels in sharing her hedonistic ways and spreading undeath.

Areas of Concern disease, gluttony, undeath
Edicts become undead upon death, create or protect the undead, sate your appetites
Anathema deny your appetites, destroy undead of no harm to you, sacrifice your life
Divine Attribute Constitution or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *grim tendrils*, 2nd: *instant virus*, 5th: *mask of terror*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Intimidation
Domains indulgence, magic, might, undeath
Favored Weapon bone scepter or scythe*

WEYDAN

The Endless Horizon

Weydan enjoys discovery and exploration with a purpose. He believes everyone deserves the equal right to pursue such experiences and walks the galaxy in diverse avatars to commune with his followers.

Areas of Concern discovery, equality, exploration, freedom
Edicts explore the unknown, seek new discoveries, defend the freedom and equality of all peoples
Anathema aid systems of oppression, subjugate a sapient creature, restrict the benefits of your discoveries to a privileged few
Divine Attribute Strength or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *fleet step*, 4th: *translocate,* 6th: *rocket dash*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Piloting
Domains freedom, healing, travel, star (*Divine Mysteries*)
Favored Weapon laser rifle

YARAESA

Lady of Wisdom

Yaraesa was a lashunta who attained divinity through enlightenment, guiding others to follow her path.

Areas of Concern knowledge, mental perfection, scholarship, science
Edicts strive for perfection, make learning and teaching a lifelong practice, expand the boundaries of scholarship and scientific study
Anathema destroy knowledge, disparage the wisdom of other cultures and generations, take credit for another's intellectual labor
Divine Attribute Wisdom or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *akashic download*, 3rd *hypercognition*, 5th: *dreaming potential*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Arcana
Domains knowledge, perfection, repose (*Divine Mysteries*), soul (*Divine Mysteries*)
Favored Weapon neural lash

ZON-SHELYN

The Embrace

Zon-Shelyn is the divine reunion of Shelyn the Eternal Rose and her estranged brother, the Midnight Lord Zon-Kuthon. Together, the siblings represent the concepts of overcoming suffering through art, finding beauty in strange and unusual places, and reunion with lost loved ones.

Areas of Concern art, alternative fashion, creativity, music, pain, strange beauty
Edicts channel your pain into art, seek beauty in all places, express yourself creatively according to your own aesthetics
Anathema suffer in silence, destroy or copy another's creative works, conform to society's beauty standards

Divine Attribute Constitution or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *glow up*, 3rd: *enthrall*, 4th: *creation*, 7th: *root of all pain*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Crafting or Intimidation
Domains creation, family, darkness, passion, pain
Favored Weapon painglaive

FAITHS AND PHILOSOPHIES

Faith can express itself in more ways than venerating a single deity—or any deity at all. A few examples of popular non-deific religions and philosophies are presented below. These faiths and philosophies don't have an external godhead that offers benefits to devotees.

ATHEISM

While most concede that the gods exist, some don't view them as worthy of worship or even deny their presence altogether.

Edicts pursue your own agenda with faith in your ability to excel
Anathema offer prayers to a deity

BATTLE SAINTS

Traditional vesk folk religion pays homage to hundreds of battle saints, mostly legendary figures from mythology or history who were chosen by Damoritosh to join his army when they died. Each saint is known for their heroic deeds in life. In the afterlife, they gained unique powers with which to bless mortals, who might call on different saints in their times of need. Many followers of Damoritosh pray to the saints for help in specific endeavors, and some vesk worship them in accordance with or as an alternative to their ancestral god. Devotees of each saint have their own beliefs and traditions, but they share the same general edicts and anathema.

Different battle saints represent every struggle, from treating chronic illness to moving up the corporate ladder. Some aren't vesk, like Apna the brave skittermander, whose legendary helpfulness makes her very responsive to prayers from those who venerate her.

Edicts never give up, honor fallen comrades, celebrate victory
Anathema fight alone when companions could help, betray your allies, show weakness to your enemies

THE CYCLE

Disciples of the Cycle believe that all aspects of existence follow the endless cosmic cycle of ignition and entropy. They believe that the universe was and will be destroyed and remade by these cosmic forces, and that this ever-changing duality connects everything in the universe. Many solarians follow this philosophy, learning to wield these creative and destructive forces in battle through meditation and training.

Edicts cultivate your own cosmic spark, embrace vitality and void as one, meditate on the nature of the Cycle
Anathema create imbalance in a system, participate in the unnatural destruction of a stellar body, resist natural cycles

SANCTIFICATION

Some deities sanctify their mystics and similarly devoted followers. This gives the follower the holy or unholy trait. The **holy** trait (page 448) indicates a powerful devotion to altruism, helping others, and battling against unholy forces like fiends and undead. The **unholy** trait (page 456), in turn, shows devotion to victimizing others, inflicting harm, and battling celestial powers. Deities that list "must choose" mandate gaining the trait and those that list "can choose" give the devotee the option to choose the trait or not. You can have the holy trait, unholy trait, or neither, but can never have both the holy and unholy traits.

Spells and other effects can also have these traits, making them more powerful against creatures with the opposite trait. Some spells and abilities have the **sanctified** trait. If you have the holy or unholy trait, when you use a sanctified ability you add your holy or unholy trait to it.

GREEN FAITH

Many Xenowardens practice a modern version of the old Green Faith. They view nature as sacred and draw comfort from the knowledge of their place in the galactic web of life. Many devotees of the Green Faith see themselves as protectors of a planet's ecosystem, and quite a few scientists find purpose and meaning in this philosophy as well.

Edicts preserve nature, protect endangered species
Anathema harm creatures for reasons other than self-defense or sustenance, poach natural resources, litter or pollute

PROPHECIES OF KALISTRADE

The mysterious Prophecies of Kalistrade date back to older eras of lost Golarion, when the human known as Kalistrade created a set of mystic teachings that drew upon dreams he received. Modern misers follow in the esoteric and economic prophecies, amassing vast sums of wealth and following strict rules to prepare for the ultimate opulent afterlife.

Edicts accumulate great personal wealth, foster and aid mercantile pursuits, seek enlightenment through purity of self, welcome newcomers regardless of gender or ancestry
Anathema give charity to others; offer money to those who don't deserve wealth; overindulge in physical pleasures, food, or drink; spend money frivolously

CHAPTER 2:

ANCESTRIES & BACKGROUNDS

Starfinder contains as many species as there are stars in the sky. This section details a wide variety of new and updated ancestries that are prevalent in the Starfinder setting. It also provides details on the use of languages in Starfinder, from within the core of the Pact Worlds to countless planets beyond!

A character has one ancestry and one background, both of which you select during character creation. You'll also select a number of languages for your character. Once chosen, your ancestry and background can't be changed.

This chapter is divided into four parts.

- **Ancestries** express the lineage your character hails from. Within ancestries are heritages—subgroups that have unique characteristics. An ancestry provides attribute boosts (and perhaps attribute flaws), Hit Points, ancestry feats, and sometimes additional abilities.
- **Versatile heritages**, starting on page 82, are heritage options available to all ancestries for extra customization, such as characters with more unique or unusual origins. These are selected instead of a standard heritage.
- **Backgrounds**, starting on page 92, describe training or environments your character experienced before becoming an adventurer. Your character's background provides attribute boosts, skill training, and a skill feat.
- **Languages**, starting on page 97, let your character communicate with people and creatures of the galaxy.

ANCESTRY ENTRIES

Each entry includes details about the ancestry and presents the rules elements described below.

HIT POINTS

This tells you how many HP your PC gains from their ancestry at 1st level. You'll add the HP from your character's class (including their Constitution modifier) to this number. For more on calculating HP, see Step 7: Record Class Details (page 21).

SIZE

This tells you the physical size of members of the ancestry. Medium corresponds roughly to the height and weight range of a human adult, and Small is roughly half that.

SPEED

This entry lists how far a member of the ancestry can move each time they spend an action (such as Stride) to do so.

ATTRIBUTE BOOSTS & FLAWS

When creating a character of this ancestry, you apply attribute boosts to increase some attribute modifiers, and possibly attribute flaws to decrease others (depending on the ancestry). For more about attribute boosts and flaws, see page 23.

Alternate Ancestry Boosts: Because of the wide variety of people within any ancestry, you can *always* choose to take two free boosts to represent your character, even if the ancestry normally has three boosts and a flaw.

LANGUAGES

This tells you the languages that members of the ancestry speak at 1st level. If your Intelligence modifier is +1 or higher, you can select more languages from a list given here. More about languages can be found on page 97.

TRAITS

These descriptors have no mechanical benefit, but they're important for determining how certain spells, effects, and other aspects of the game interact with your character.

SPECIAL ABILITIES

Any other entries in the sidebar represent abilities, senses, and other qualities all members of the ancestry manifest. These are omitted for ancestries with no special rules.

HERITAGES

You select a heritage at 1st level to reflect abilities common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage isn't the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

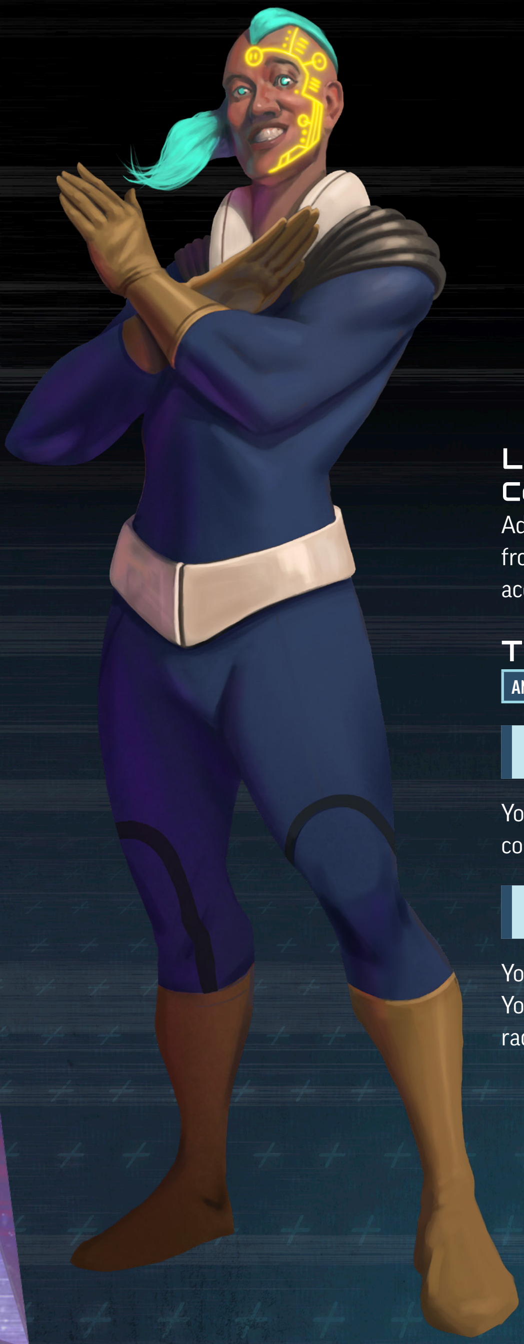
ANCESTRY FEATS

This section presents ancestry feats, which allow you to customize your character. You gain your first ancestry feat at 1st level, and you gain another at 5th level, 9th level, 13th level, and 17th level, as indicated in the class advancement table in the descriptions of each class.

As a starting character, you can choose from only 1st-level ancestry feats, but later choices can be made from any feat of your level or lower. These feats also sometimes list prerequisites, which are conditions that your character must fulfill to select that feat.

ANDROID

Androids first emerged as synthetic beings crafted by many technologically advanced civilizations throughout the galaxy. The first androids were created by humanoid peoples in their own images, but after the technology that animated the living constructs spread, androids began displaying a fantastic diversity of forms. Androids in the Pact Worlds were originally designed as servants, but today androids and other robotic beings stand as equals to organic ancestries under the Pact. Some androids have formed their own independent communities, while most integrate seamlessly into Pact Worlds societies. Unlike many other technological constructs, androids are more than intricate synthetic organs and complex programming, and each possesses their own soul.



8 HP

SIZE: MEDIUM
SPEED: 25 FEET

ATTRIBUTE BOOSTS
Dexterity
Intelligence
Free

ATTRIBUTE FLAW
Charisma

LANGUAGES

Common

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

ANDROID | HUMANOID

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

CONSTRUCTED

Your synthetic body resists ailments better than that of a purely biological organism. You gain a +1 circumstance bonus to saving throws against diseases, poisons, and radiation. You always have basic environmental protections (page 268).

YOU MIGHT...

- Try to avoid others taking advantage of you.
- Seek to understand your purpose in the wider galaxy.
- Judge others based on how they treat service workers, blue-collar laborers, fans, or pets.

OTHERS PROBABLY...

- Have trouble parsing your emotions or understanding when you express them.
- Secretly covet your lack of aging.
- Have some level of guilt for their ancestors' use of your species as laborers.

Androids thrive in nearly any environment and exist as part of countless cultures, meaning they can be found almost anywhere in the galaxy. Many androids are curious about their origins, traveling alone or with others in search of answers to a variety of metaphysical and material questions about their identities and the greater cosmos. Androids are diverse, with few individuals sharing the exact same appearance, despite their manufactured state.

If you want to roleplay a synthetic character on a journey of self-discovery, you should play an android.

PHYSICAL DESCRIPTION

Androids are biomechanical constructs who typically resemble humanoids with glowing circuitry. Most were created in specialized birthing sites called foundries. Older variants of androids, such as androids on Golarion, were primarily biological, but androids in the modern era usually incorporate more technological components and synthetic elements into their bodies. Androids need to eat and sleep, but they don't reproduce, don't age, and have no innate concept of gender—though many express humanoid gender identities or shift fluidly between them. Most androids voluntarily release their bodies after a century or so, allowing new souls to inhabit them in a process called renewal.

SOCIETY

Androids tend to be cautious when visiting new places and meeting new people. Once comfortable, androids can form tight bonds of friendship and kinship, adopting found families, and choosing entire neighborhoods and communities as their home, rather than remaining confined by the boundaries formed by walls. Androids often go out of their way to help one another and their chosen families and communities, and most hesitate to destroy the body of another android, knowing that to do so ends not only one life, but erases the countless other souls who could one day inhabit that body.

Sample Names: Asha, Blue-17, Celita, Daniv, Emene-3, Era-4, Flick, Garro, Historia-6, Hope-1, Iseph, Melody, Naga, Olas, Omen, Prime, Ruby-17, Stringer, Twenty Six, Urdun, Verity-3, Yose

BELIEFS

Androids hold a variety of religious and philosophical views, with individuals sometimes collecting beliefs and practices through decades of lived experiences. With a similar perspective to elves and other long-lived species, androids tend to view reality differently than beings with shorter lifespans. Many androids are patient in achieving their goals and might create plans that span decades or centuries, hoping they will be alive to experience the results. Elder androids who voluntarily pass on to the next part of their cycle sometimes bequeath their goals to the next soul to inhabit their body.

Popular Edicts discover your origins, help others achieve long-term goals, plan for the future

Popular Anathema engage in reckless or self-destructive behavior

ANDROID HERITAGES

An android's heritage often reflects the purpose for which they were originally created or how they've adapted their body to best suit their present life. Choose one of the following android heritages at 1st level.

ARTIFICIAL SCION ANDROID

Your body wasn't created in the image of a biological creature; a powerful artificial intelligence created you to interface with other machines. Your physiology is nearly identical to other androids, but uncanny details give away your non-standard origins (for example, you might have impossibly symmetrical features, extra fingers, or double pupils). You become trained in Computers, and you gain the Phreaker skill feat.

MOD FANATIC ANDROID

You or your previous iterations have modified your body to be compatible with armor upgrades, enabling you to personally customize your body and its capabilities. Your body has one armor upgrade slot that you can use to install armor upgrades and that doesn't count toward your armor's total number of upgrades. You can install and uninstall armor upgrades into your personal upgrade slot using the Install Upgrade activity. Choose one common armor upgrade with an item level of 1 or less. You begin with this armor upgrade already installed in your upgrade slot (you don't need to pay the credits to purchase this starting upgrade).

NETWORKED ANDROID

Your body was modified to network seamlessly with other tech creatures. You gain shortwave, allowing you to communicate wirelessly with any creatures within 30 feet, as long as they have shortwave or are a construct with the tech trait. This doesn't give any special access to their thoughts or programming and communicates no more information than normal speech would. You can attempt Computers checks to Hack systems, Combat Hack (page 217), create a Digital Diversion (page 218), Disable a Device, or Pick a Lock without a hacker's toolkit or free hand at a range of 30 feet.

RENEWED ANDROID

Many souls have inhabited your synthetic body before you, and you might incorporate a number into your name to honor them. You might know your body's history and work toward a goal bequeathed to you by a departed soul, or you might seek to learn the mystery of a forgotten legacy. Muscle memory hints at your body's past, and people you've never met sometimes recognize your face. The first time in a day that you lose the dying condition, you don't gain the wounded condition. You become trained in a skill of your choice that has the Recall Knowledge action, and you gain the Dubious Knowledge skill feat.

ANDROID ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As an android, you choose from among the following ancestry feats.

1ST LEVEL

ANDROID LORE — FEAT 1

ANDROID

You have a keen interest in the origins of your people. You gain the trained proficiency rank in Crafting and Thievery. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Android Lore.

EMOTIONLESS — FEAT 1

ANDROID

Your inhibited or malfunctioning emotional processors make it difficult for you to feel strong emotions. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

INTERNAL COMPARTMENT — FEAT 1

ANDROID

You can hide a small object of up to light Bulk inside a hollow cavity on one of your forearms. It takes 3 Interact actions to store an object in this way. You gain a +4 circumstance bonus to the DCs of checks for others to Seek or Steal objects stored inside your arm. If you store a weapon in your arm, you can use a single action to Interact to draw the weapon into the hand corresponding to your internal cavity, then Strike with the weapon.

MEMORY RECOVERY — FEAT 1

ANDROID

You retain instincts and fragmentary memories from the androids who previously occupied your body or from ancient programming embedded in your system. During your daily preparations, you can tap into these archived memories to become trained in one skill of your choice. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

NANITE SURGE ↩ — FEAT 1

ANDROID

Frequency once per hour

Trigger You attempt a skill action that takes 3 or fewer actions.

You stimulate your nanites, forcing your body to temporarily increase its efficiency. You gain a +2 status bonus to the triggering skill check. In addition, your circuitry glows, lighting a 10-foot emanation with dim light for 1 round.

NIGHTVISION ADAPTATION — FEAT 1

ANDROID

The nanites in your ocular processors have adapted to darkness, enhancing your ability to see in the dark. You gain darkvision.

QUICKENED PROCESSOR — FEAT 1

ANDROID

You can quickly identify your surroundings, and you can use that information to your advantage while in the midst of danger or while in the process of piloting vehicles in hazardous situations. You gain a +1 circumstance bonus to Perception checks for initiative rolls and a +2 circumstance bonus to Piloting checks for initiative rolls.

5TH LEVEL

ADVANCED TARGETING SYSTEM — FEAT 5

ANDROID

Your ocular processors are augmented with advanced targeting systems, allowing you to more easily pinpoint your enemy and predict their movements. You can cast *sure strike* once per day as a 1st-rank arcane innate spell.

MACHINE SABOTEUR — FEAT 5

ANDROID

You were created to fight other synthetic creatures. When you roll a critical hit against a creature with the tech trait, the target becomes glitching 1.

PROTECTIVE SUBROUTINE — FEAT 5

ANDROID

Prerequisites Nanite Surge

Your nanites augment your defenses. You can choose to activate Nanite Surge when you attempt a saving throw instead of when you attempt a skill action. If you do, you gain a +2 status bonus to the triggering saving throw.

9TH LEVEL

INTERNAL RESPIRATOR — FEAT 9

ANDROID

Your body can internally synthesize oxygen for limited periods of time. When you hold your breath, you can do so for an additional hour by rebreathing from your internal air reservoirs. At the end of this hour, your air reservoirs are expended. Refilling your empty air reservoirs takes 10 minutes of exposure to breathable air.

OFFENSIVE SUBROUTINE — FEAT 9

ANDROID

Prerequisites Nanite Surge

Nanites augment your attacks. You can choose to activate Nanite Surge when you attempt an attack roll, instead of when you attempt a skill action. If you do, you gain a +1 status bonus to the triggering attack roll.

REPAIR MODULE ◆ — FEAT 9

ANDROID | CONCENTRATE

Frequency once per day

You trigger your body's self-repair programming, stimulating your body's nanites to heal your wounds. You gain fast healing equal to half your level for 1 minute. While Repair Module is active, if you use Nanite Surge or Nanite Form, this fast healing ends.

13TH LEVEL

CONSISTENT SURGE — FEAT 13

ANDROID

Prerequisites Nanite Surge

Your nanites are incredibly effective, capable of improving your body's efficiency more often. You can use Nanite Surge with a frequency of once per 10 minutes, rather than once per hour.

REVIVIFICATION PROTOCOL ⤾ — FEAT 13

ANDROID

Frequency once per day

Trigger You have the dying condition and are about to attempt a recovery check.

Your nanites are programmed to automatically revive you. You are restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You gain or increase the wounded condition as normal when losing the dying condition in this way.

SYNTHETIC SPEECH — FEAT 13

ANDROID

Prerequisites artificial scion android or networked android heritage

You can cast *speak with computers* once per day as a 4th-rank arcane innate spell.

17TH LEVEL

MEMORY MATRIX — FEAT 17

ANDROID

You refuse to surrender your autonomy and have erected mental bulwarks and technological protocols to safeguard your mind and memories. Whenever you attempt a Will save against a spell or effect that would give you the confused or controlled condition, roll that save twice and use the higher result (this is a fortune effect). If you would start your turn confused or controlled, you can immediately attempt a DC 5 flat check. On a success, you fight that mental control, becoming paralyzed until the end of your turn rather than acting against your will. If you roll a 20 on this flat check, you immediately end the confused or controlled condition.

NANITE FORM ◆◆ — FEAT 17

ANDROID | CONCENTRATE | POLYMORPH

Frequency once per day

You change into a swarm of nanites for up to 1 minute or until you spend a single action to return to your normal shape. You become Huge, gain the swarm trait, and gain a fly Speed of 40 feet. As a swarm, you have the following characteristics.

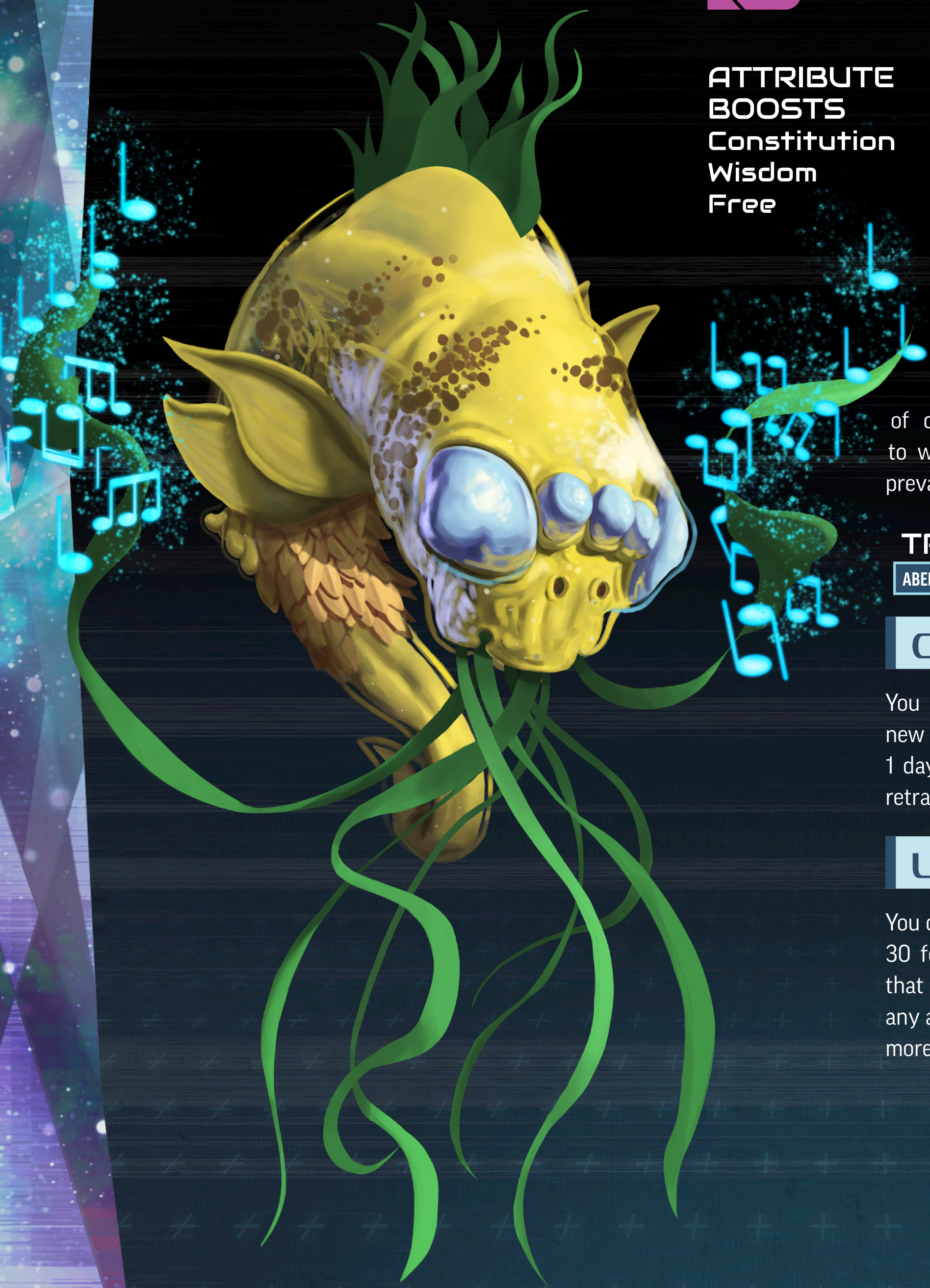
- You're immune to the grabbed, prone, and restrained conditions.
- You have weakness 5 to area and splash damage.
- You can occupy the same space as other creatures and must do so to use your damaging ability.
- As a 2-action activity, you can deal 10d6 acid damage to all creatures sharing your space (basic Reflex save with a DC equal to your class DC or spell DC, whichever is higher).
- You can't speak, Cast Spells, use manipulate actions requiring your hands, Activate magic items, or make any Strikes with your normal body.
- You don't gain the swarm mind ability, so you're still affected normally by mental effects.

BARATHU

Barathus are floating beings with bizarre body shapes who evolved on the gas giant Bretheda. Barathus rewrite their own genetic code instinctively and at will, shaping their bodies into a stunning array of unique forms.

8 HP

SIZE: MEDIUM
SPEED: 5 FEET (HOVER); FLY 20 FEET



ATTRIBUTE BOOSTS
Constitution
Wisdom
Free

ATTRIBUTE FLAW
Dexterity

LANGUAGES
Brethedan, Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS
ABERRATION | BARATHU

GENETIC ADAPTATION

You can reshape and adjust your body to adapt to new situations. You can retrain an ancestry feat in 1 day of downtime, rather than in 1 week. You can retrain any ancestry feat, even lineage feats.

LIMITED TELEPATHY

You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts, and it communicates no more information than normal speech would.

YOU MIGHT…

- Enjoy new experiences and eagerly adapt to new ideas.
- Evolve your body frequently based on the environment or situation.
- Merge with your companions or copy their genetic structure to learn about them.

OTHERS PROBABLY…

- Are intrigued by your unique anatomy.
- Admire your adaptability.
- Struggle to recognize you because of your frequently changing appearance.

Barathus are floating, aberrant beings who effortlessly edit their own genetic code and merge together into countless bizarre and beautiful configurations. Early-stage barathus tend to be individualistic and gravitate toward learning about other cultures, while more experienced barathus develop a fluid sense of self and seek communion with others on a deeper level. Dreamers retreat to a transcendent reality only they can experience

If you want a character with an alien mindset who adapts to any situation, you should play a barathu.

PHYSICAL DESCRIPTION

The average barathu has a floating, blimp-like body with colorful tentacles and limbs dangling from it. Their bodies reflect their personal vision of themselves, and they maintain some control of its presentation. Since barathus frequently change their bodies at a genetic level, a barathu might experience dozens of unique evolutions over the course of their lifetime. Barathus mold themselves into larger, more fantastical forms after merging. Barathu conglomerates might appear as gigantic jellyfish, blooming ooze-flowers, or a flock of rainbow cloud rays.

SOCIETY

Most barathus have a fluid sense of self. In their early stage, young barathus often take inspiration from other cultures and exhibit more individualistic tendencies, then temper this worldview as they gain experience and merge with others. A barathu can merge with other barathus into a compound being called a conglomerate. A barathu conglomerate is greater than the sum of its parts, with an entirely new identity and worldview created by the fusion. Barathu conglomerates who split back into their individual parts recall only hazy memories from their time within the conglomerate, described by some as watching a holovid reel. While young barathus tend to find the experience disconcerting, most older barathus spend time with conglomerates. As their bodies and memories begin to fade with age, many barathus choose to merge permanently with a conglomerate, letting go of their individual self to join a greater consciousness and being.

Sample Names: Barathu names change when they merge and split back into their component parts. Many early stage barathus choose their own names, selecting words for concepts that resonate with them or creating combinations of sounds they find pleasing. Some barathu names include Ataraxia, Breeze, Bubble in Flight, Dololola, Gleelee, Harmony of Many, Ixeelu, Lilting Song, Sigh, Tenfold Storm, Unity of Purpose, Vortex, Wonder Among Iridescent Clouds, Xonswe, and Y.

BELIEFS

Many barathus identify with Oras and choose to explore his faith, seeing their own constant evolution as a mirror of his journey from cell to god. Barathus who explored Liavara and experienced its cosmic song have their own beliefs, which they share in songs unfathomable to everyone except other Dreamers. A barathu's worldview and religion shift throughout their lifetime as they merge with others and literally expand their mind.

Popular Edicts adapt to new situations, change your body into the shape you choose, work together to solve problems

Popular Anathema tackle problems on your own

BARATHU HERITAGES

Choose one of the following barathu heritages at 1st level.

DREAMER BARATHU

You've communed with the cosmic melody of Liavara and it changed you. You struggle to express the fragments of memory and sensation you recall from the experience, except through singing and similar psychic emanations. Choose one cantrip from the occult spell list. By weaving magic into your song, you can cast this spell as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Your magic is adaptable, and you can channel your music to enhance it. Once per day, you can meditate on your cosmic song to change the cantrip you've chosen to a different cantrip from the occult spell list. This is a 10-minute activity that has the concentrate trait.

EARLY STAGE BARATHU

You're young and inexperienced compared to other barathus, with an individualistic worldview likely shaped by your interactions with other cultures. You have yet to see the full breadth of the cosmos and haven't adapted yourself to overcome its many threats or understand its various life-forms. Your form is highly mutable, as you haven't yet chosen to specialize or merge with other barathus. You're Small instead of Medium. You gain Quick Squeeze as a bonus feat. Additionally, you gain resistance to precision damage equal to half your level (minimum 1).

MANUFACTURER BARATHU

Your body is a living laboratory, allowing you to ingest raw materials and refine them into useful medicines and other products. You become trained in Crafting (or another skill of your choice if you're already trained in Crafting) and gain the Serum Crafting feat.

MERGED BARATHU

You're a unique entity formed from the constant union of two or more barathus who enjoy the act of combination so much that they chose not to return to isolation as their former selves. You're Large instead of Medium. You gain 10 Hit Points from your ancestry instead of 8, and you gain a +1 circumstance bonus to saving throws against emotion effects.

BARATHU ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a barathu, you choose from among the following ancestry feats.

1ST LEVEL

ADAPTABLE LIMBS FEAT 1

BARATHU

You grow sturdy lower limbs that allow you to walk on land. Increase your Speed to 20 feet. Additionally, you gain the Adaptive Locomotion action.

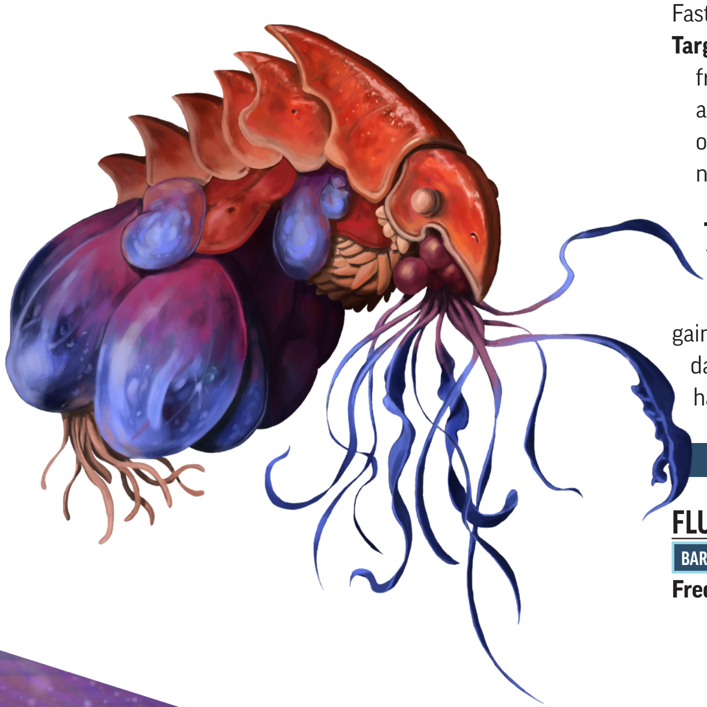
Adaptive Locomotion ◆ (morph) **Frequency** once per hour; **Effect** You transform your limbs into either flippers or hooked pseudopods, to better traverse the surrounding environment. If you select flippers, you gain a swim Speed of 20 feet. If you select hooked pseudopods, you gain a climb Speed of 20 feet. This transformation lasts for 10 minutes.

BARATHU LORE FEAT 1

BARATHU

From your upbringing, you've learned the ways of your people while also seeking to expand your own mind in the fields of creation. You gain the trained proficiency rank in Crafting and Medicine. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Barathu Lore.



DARKVISION ADAPTATION FEAT 1

BARATHU

You've explored the darkest regions of space and found ways to adapt. You gain darkvision.

DERMAL SPIKES FEAT 1

BARATHU

Spiky protrusions jut from your body, which you can use to wound your attackers. Your Fortitude DC against Athletics checks to Grapple or Shove you increases by 1. Additionally, you gain the Piercing Spikes reaction.

Piercing Spikes ⤾ **Trigger** You become grabbed by a creature; **Effect** You twist and thrash your body around, dealing 1d4 plus your Strength modifier piercing damage to the triggering creature. This damage increases by 1d4 at 5th level and every four levels thereafter.

GRASPING TENDRILS FEAT 1

BARATHU

You've adapted more of your tendrils and limbs with complex musculature and cellular structures, improving articulation and fine motor skills. Increase your number of arms by two. At any time, one pair of your hands is designated as your active hands. You can change this designation from one pair of hands to another by taking the Switch Hands action, which is a single action. You can only wield items with your active hands. For more information on playing characters with more than two hands, see page 254.

Special You can take this feat multiple times.

METABOLIC MANIPULATION FEAT 1

BARATHU

Through careful experimentation and selective adaptation, you've manipulated your immune system and internal chemistry to better fight off illness and infection. You gain the Fast Recovery skill feat and the Targeted Immunization action.

Targeted Immunization ◇ (concentrate) **Trigger** You recover from a disease or poison; **Effect** You instinctively synthesize antigens that make you immune to the triggering disease or poison. This immunity lasts for the next day or until you next use Targeted Immunization.

TENTACLE WHIP FEAT 1

BARATHU

You grow a tentacle that can lash out like a whip. You gain a tentacle unarmed attack that deals 1d6 bludgeoning damage. Your tentacle is in the brawling weapon group and has the barathu, finesse, reach, and unarmed traits.

5TH LEVEL

FLUID ANATOMY ⤾ FEAT 5

BARATHU

Frequency once per hour

Trigger An enemy scores a critical hit against you with a Strike.

Your anatomy adjusts to distribute damage from vital areas. The triggering attack deals only the damage it would deal on a hit (typically normal damage instead of double damage). Any other effects of the attack caused by a critical hit still occur, such as critical specializations effects. Until the beginning of your next turn, you're off-guard against the triggering enemy.

MOLECULAR MODIFICATION FEAT 5

BARATHU

You modify your body's genetics to resist certain damage types. You gain resistance to acid, bludgeoning, cold, electricity, fire, piercing, poison, slashing, or sonic damage equal to half your level.

Special You can take this feat multiple times. Each time you do so, select a different damage type.

VENT GAS ◆ FEAT 5

BARATHU TRAVERSAL

Frequency once per hour

You vent gas to propel yourself forward. All squares in a 5-foot emanation become filled with gas. All creatures in the gas become concealed, and all creatures outside the gas become concealed to creatures within it. This gas disperses at the beginning of your next turn.

You gain a +10-foot circumstance bonus to all your Speeds until the start of your next turn. Then you Stride.

9TH LEVEL

CONVERGENT EVOLUTION FEAT 9

BARATHU

You sample the genetics of creatures and people you've made contact with and mimic them. When you take this feat, select up to three different ancestries with which you've had significant contact. You can select ancestry feats from the ancestries you chose, in addition to barathu ancestry feats. Additionally, you gain one ancestry feat you qualify for of 5th level or lower from one of the selected ancestries. You can retrain the selected feat once per day during your daily preparations.

EXPANSIVE VERSE FEAT 9

BARATHU

Prerequisites dreamer barathu heritage

Your songs become more complex and tinged with greater magic. Each day during your daily preparations, you can choose one common 2nd-rank spell from the occult spell list. You can cast this spell as an occult innate spell once before your next daily preparations.

13TH LEVEL

CORROSIVE VENTING FEAT 13

BARATHU

Prerequisites Vent Gas

You can control causticity as you vent your gases. When you Vent Gas, increase the area of your emanation to 10 feet. You can choose to make the gas you vent caustic. If you do, any non-barathu creature that enters the emanation or starts its turn in the area takes 3d6 acid damage, with a basic Reflex save against your class DC or spell DC, whichever is higher. On a critical failure, a creature additionally takes 1d4 persistent acid damage. At 17th level, the acid damage increases by 2d6, and the persistent acid damage increases by 1d4.

INTERNAL CHEMISTRY FEAT 13

BARATHU

You tweak your anatomy and bodily systems to metabolize pharmaceuticals more efficiently. Regain additional Hit Points equal to half your level when you restore Hit Points to yourself using a consumable item with the healing trait.

17TH LEVEL

COMBINE ◆◆ FEAT 17

BARATHU MANIPULATE

Frequency once per day

You temporarily merge your body with that of an adjacent willing creature, overlaying yourself atop them to better shield them from harm. This transformation lasts for 10 minutes. You can Dismiss this effect. When you do, you emerge in a space adjacent to the target you merged with. While combined, you and your target each take your own turns as normal and must be targeted separately for the purposes of abilities and other effects. Additionally, you and your target gain the following benefits.

- If the target is Medium or smaller, their size increases to Large and their reach increases to 10 feet.
- You occupy the target's space and can't take actions with the move trait. If the target moves, you move with them.
- For each Speed you possess, compare it to that of your target. If your Speed is faster, or they lack that Speed, they gain your Speed.
- Your body shields the target from harm, granting them greater cover, though you don't gain cover. Your body doesn't obscure the target's vision or block line of sight.

MANIFOLD EVOLUTION FEAT 17

BARATHU

Prerequisites Convergent Evolution

You've cataloged the genetic code from countless ancestries you've encountered, and you can draw upon any of them to enhance and evolve your body. Increase the number of ancestries you can select with Convergent Evolution to six. You gain two additional ancestry feats you qualify for of 13th level or lower, chosen from among the ancestries selected with Convergent Evolution. You can retrain one or both of these selected feats once per day during your daily preparations.

HUMAN

Humans are known for their ability to adapt and thrive in the most challenging situations, including the mysterious loss of their home world, Golarion. Ambitious, creative, and endlessly curious, humans maintain a robust presence in the galaxy, often taking on positions of leadership or acting at the forefront of exploration. Humans can be found almost anywhere, doing almost anything.

8 HP

SIZE: MEDIUM
SPEED: 25 FEET

ATTRIBUTE BOOSTS

Two free attribute boosts

LANGUAGES

Common

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your home world).

TRAITS

HUMAN | HUMANOID

YOU MIGHT…

- Strive to achieve greatness, either for personal gain or on behalf of a cause.
- Yearn to explore and experience the cosmos.
- Cherish your relationships with family and friends.

OTHERS PROBABLY…

- Respect your flexibility and usual open-mindedness.
- Distrust your motivations, fearing you seek only power or wealth.
- Aren't sure what to expect from you and are hesitant to assume your intentions.

Human ambition has created empires throughout the stars. The Pact Worlds have many human residents, while the expansion of the Azlanti Star Empire presents a more sinister expression of humanity's growth. Though the Azlanti Star Empire is considered a bastion of oppression, there are countless diverse and inclusive societies established by humanity across the galaxy. Humans played a role in founding the most famous port in the known cosmos: Absalom Station. Regardless of their motives, humans thrive in both urban sprawls and in the most remote galactic frontiers.

If you want an adaptable character who can become just about anything, you should play a human.

PHYSICAL DESCRIPTION

Humans' physical characteristics vary based on their lineage and home world. Humans have a wide variety of skin and hair colors, body types, and facial features. Some environments produce distinct human appearances, such as crimson-skinned hylki humans living on Akiton. Many humans enjoy altering their appearances by dyeing their hair, tattooing or scarring their skin, adorning themselves with body art and decorative garments, and installing augmentations.

SOCIETY

Human societies are as varied as the worlds they thrive on. While the Azlanti Star Empire seeks to recapture an imagined era of glory by isolating and idealizing an ancient culture from lost Golarion, most human groups coexist with other species in diverse communities. Human settlements just a few miles apart might have wildly different governmental styles and social norms. Despite their diverse lifestyles and outlooks, humans are adaptive and ambitious—traits that have driven them to explore the unknown, forge their own futures, and settle on countless planets, creating lives for themselves by either integrating into alien societies or creating communities and settlements on distant worlds.

Of all the common ancestries in the Pact Worlds, humans were perhaps the hardest hit by the Gap. Due to Golarion's disappearance, humans were left with relatively little evidence with which to puzzle out and reconstruct their society. While Absalom Station and other worlds with large human populations contain documents related to the ancient history of humanity, how much relevance this should have to modern human society is a hotly debated topic.

Sample Names: Akif, Alezandaru, Amare, Baolo, Belor, Darilian, Hadzi, Hai Minh, Hiriko, Iolana, Jokug, Korva, Morvius, Navasi, Pao, Pasara, Raziya, Revhi, Sahba, Seoni, Sephia, Signe, Valeros, Valki, Yon, Zemir

BELIEFS

Humans often believe in the structures they've established, and many adhere to the ideals of the Pact or follow the laws of other regions or organizations, like the Azlanti Star Empire or the Free Captains. Many also cleave tightly to faith, philosophy, or religion, finding in these intellectual and spiritual touchstones confidence, clarity, and comfort. Since humanity eagerly embraces change, there are always humans who oppose societal norms by challenging long-standing beliefs or laws. These ideals, whether societal, intellectual, or spiritual, are often used as a driving force or justification for a human's behavior and ambitions.

Popular Edicts devote yourself to a greater cause, explore the cosmos, strive for greatness

Popular Anathema waste what little time you have

HUMAN HERITAGES

Humans don't have significant physiological differences defined by their lineage. Instead, their heritages reveal their potential as a people. In many cases, these heritages might represent offshoots that developed on worlds far away from the Pact Worlds. Choose one of the following human heritages at 1st level.

GOLARION SURVIVOR HUMAN

Your ancestors lived on Golarion, and though the precise circumstances of their survival are lost to the Gap, you strongly identify with the lost planet's cultures. You become trained in Golarion Lore, and you learn a bonus language that was spoken in your lineage's region of origin (see page 34 of *Pathfinder Player Core*). You have familiarity with archaic weapons and, for purposes of proficiency, treat one archaic weapon of your choice that's a martial weapon as a simple weapon, or that's an advanced weapon as a martial weapon.

SKILLED HUMAN

Your ingenuity allows you to train in a wide variety of skills. You become trained in one skill of your choice. At 5th level, you become an expert in the chosen skill.

URBANITE HUMAN

You have grown up in a big city and are accustomed to the press and pull of the largest crowds, the electric buzz and tangle of streets, or the dense nature of vertical living on a station or megaplex. You ignore difficult terrain from crowds and lesser cover from crowds. You become trained in a Lore skill for one specific city of your choice.

VERSATILE HUMAN

Humans were the most common ancestry on Golarion before that world disappeared, and they've since spread to the stars thanks to their versatility. Select a general feat of your choice for which you meet the prerequisites (as with your ancestry feat, you can select this general feat at any point during character creation).

HUMAN ANCESTRY FEATS

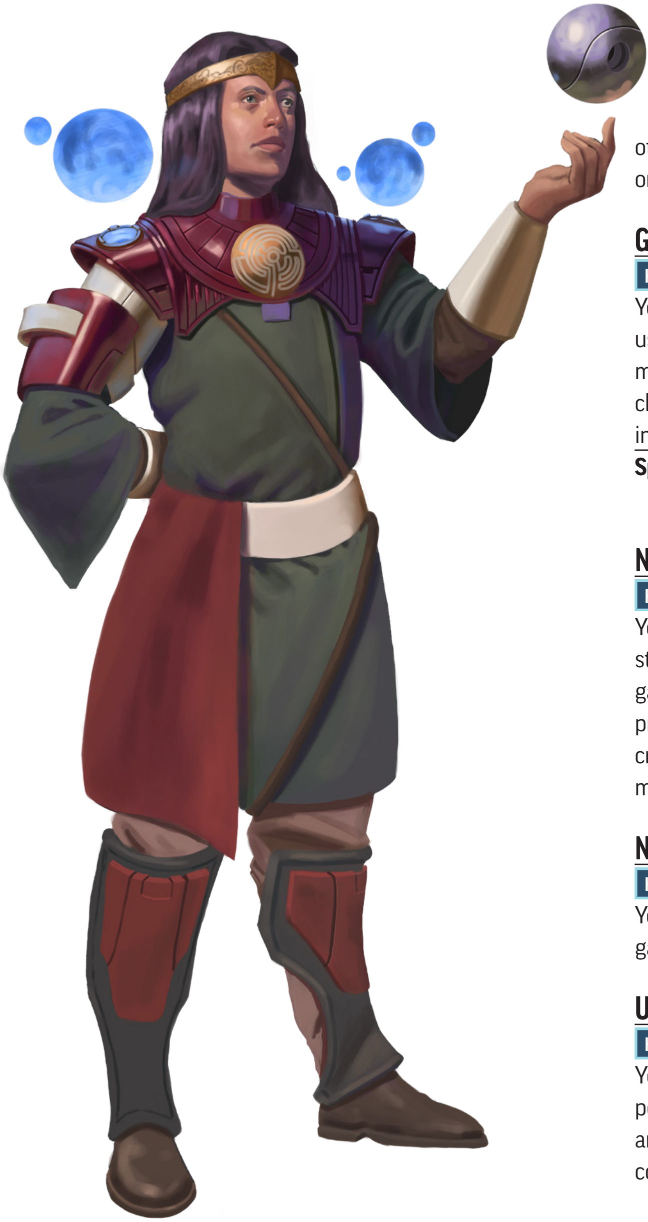
At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a human, you choose from among the following ancestry feats.

1ST LEVEL

ADAPTED AUGMENTATIONS FEAT 1

HUMAN

You embrace ultimate adaptation by integrating cutting-edge augmentations into your body. Choose one common augmentation with an item level of 1 or less. You begin with this augmentation already installed in your body (you don't need to pay the credits to purchase this starting augmentation). This augmentation doesn't count toward your implant limit.



ADAPTED CANTRIP FEAT 1

HUMAN

Prerequisites spellcasting class feature

Through the study of multiple magical traditions, you've altered a spell to suit your spellcasting style. Choose one cantrip from a magical tradition other than your own. If you prepare spells, you can choose this spell when you prepare your cantrips, in addition to your other options. If you have a spell repertoire, replace one of your cantrips known with the chosen spell. You can cast this cantrip as a spell of your class's tradition.

If you swap or retrain this cantrip later, you can choose its replacement from the same alternate tradition or a different one.

COOPERATIVE NATURE FEAT 1

HUMAN

The short human lifespan lends perspective and has taught you from a young age to set aside differences and work with others to achieve greatness. You gain a +4 circumstance bonus on checks to Aid.

GENERAL TRAINING FEAT 1

HUMAN

Your adaptability manifests in your mastery of a range of useful abilities. You gain a 1st-level general feat. You must meet the feat's prerequisites, but if you select this feat during character creation, you can select the feat later in the process in order to determine which prerequisites you meet.

Special You can select this feat multiple times, choosing a different feat each time.

NATURAL AMBITION FEAT 1

HUMAN

You were raised to be ambitious and always reach for the stars, leading you to progress quickly in your chosen field. You gain a 1st-level class feat for your class. You must meet the prerequisites, but you can select the feat later in the character creation process in order to determine which prerequisites you meet.

NATURAL SKILL FEAT 1

HUMAN

Your ingenuity allows you to learn a wide variety of skills. You gain the trained proficiency rank in two skills of your choice.

UNCONVENTIONAL WEAPONRY FEAT 1

HUMAN

You've familiarized yourself with a particular weapon, potentially from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as kasatha, vesk, or ysoki) or that's common in another culture. You gain access to that weapon, and for the purpose of proficiency, you treat it as a simple weapon.

If you're trained in all martial weapons, you can instead choose an uncommon advanced weapon that has an ancestry's trait or is common in another culture. You gain access to that weapon and have familiarity with that weapon. For the purpose of proficiency, you treat it as a martial weapon.

5TH LEVEL

ADAPTIVE ADEPT FEAT 5

HUMAN

Prerequisites Adapted Cantrip, can cast 3rd-rank spells

You've continued adapting your magic to blend your class's tradition with your adapted tradition. Choose a cantrip or 1st-rank spell from the same magical tradition as your cantrip from Adapted Cantrip. You gain that spell, adding it to your spell options just like the cantrip from Adapted Cantrip. You can cast this spell as a spell of your class's magical tradition. If you choose a 1st-rank spell, you don't gain access to the heightened versions of that spell, meaning you can't prepare them if you prepare spells and you can't learn them or select the spell as a signature spell if you have a spell repertoire.

CLEVER IMPROVISER FEAT 5

HUMAN

You've learned how to handle situations when you're out of your depth. You gain the Untrained Improvisation general feat. In addition, you can attempt skill actions that normally require you to be trained, even if you're untrained.

CONFIDENT ACTUALIZATION ◇ FEAT 5

FORTUNE HUMAN

Frequency once per day

Trigger You're about to attempt a saving throw or skill check.

Your utter confidence in your own abilities helps you push yourself to reach your desired goals. Roll the triggering check or save twice and use the better result.

9TH LEVEL

COOPERATIVE SOUL FEAT 9

HUMAN

Prerequisites Cooperative Nature

You've developed a soul-deep bond with your comrades. If you're at least an expert in the skill you're Aiding, when you roll a failure or critical failure to Aid a skill check, you get a success instead.

INCREDIBLE IMPROVISATION ◇ FEAT 9

HUMAN

Frequency once per day

Trigger You attempt a check using a skill you're untrained in.

A stroke of brilliance gives you a major advantage with a skill despite your inexperience. You gain a +4 circumstance bonus to the triggering skill check.

MULTITALENTED FEAT 9

HUMAN

You've learned to split your focus between multiple classes with ease. You gain a 2nd-level multiclass dedication feat (for more about multiclass archetypes, see page 174), even if you normally couldn't take another dedication feat until you take more feats from your current archetype.

13TH LEVEL

ADVANCED GENERAL TRAINING FEAT 13

HUMAN

Over the course of adventuring, your adaptability has let you pick up numerous useful abilities. You gain a general feat of 7th level or lower. You must meet the feat's prerequisites.

Special You can select this feat multiple times, choosing a different feat each time.

INNER WELLSPRING ◆ FEAT 13

HUMAN

Prerequisites focus pool

Frequency once per day

When you must endure times of extreme stress and pain, you dig deep and draw on the memories or stories of your lost ancestral home world of Golarion, tapping into inner reserves of power to pull off just one more miracle. You regain 1 Focus Point.

STUBBORN PERSISTENCE FEAT 13

HUMAN

Humans are renowned for their ability to persist through the most grueling of trials that would leave others ready to drop. When you would become fatigued, attempt a DC 17 flat check. On a success, you aren't fatigued. If the fatigued condition has an underlying cause that you don't address, such as lack of rest, you must attempt the check again at an interval determined by the GM until you fail the flat check or address the underlying cause.

17TH LEVEL

PERSISTENT CONFIDENCE FEAT 17

HUMAN

Requirements Confident Actualization

You always believe in yourself. You can use Confident Actualization once per hour, rather than once per day.

TOO STUBBORN TO DIE ⤾ FEAT 17

HUMAN

Frequency once per day

Trigger You would die.

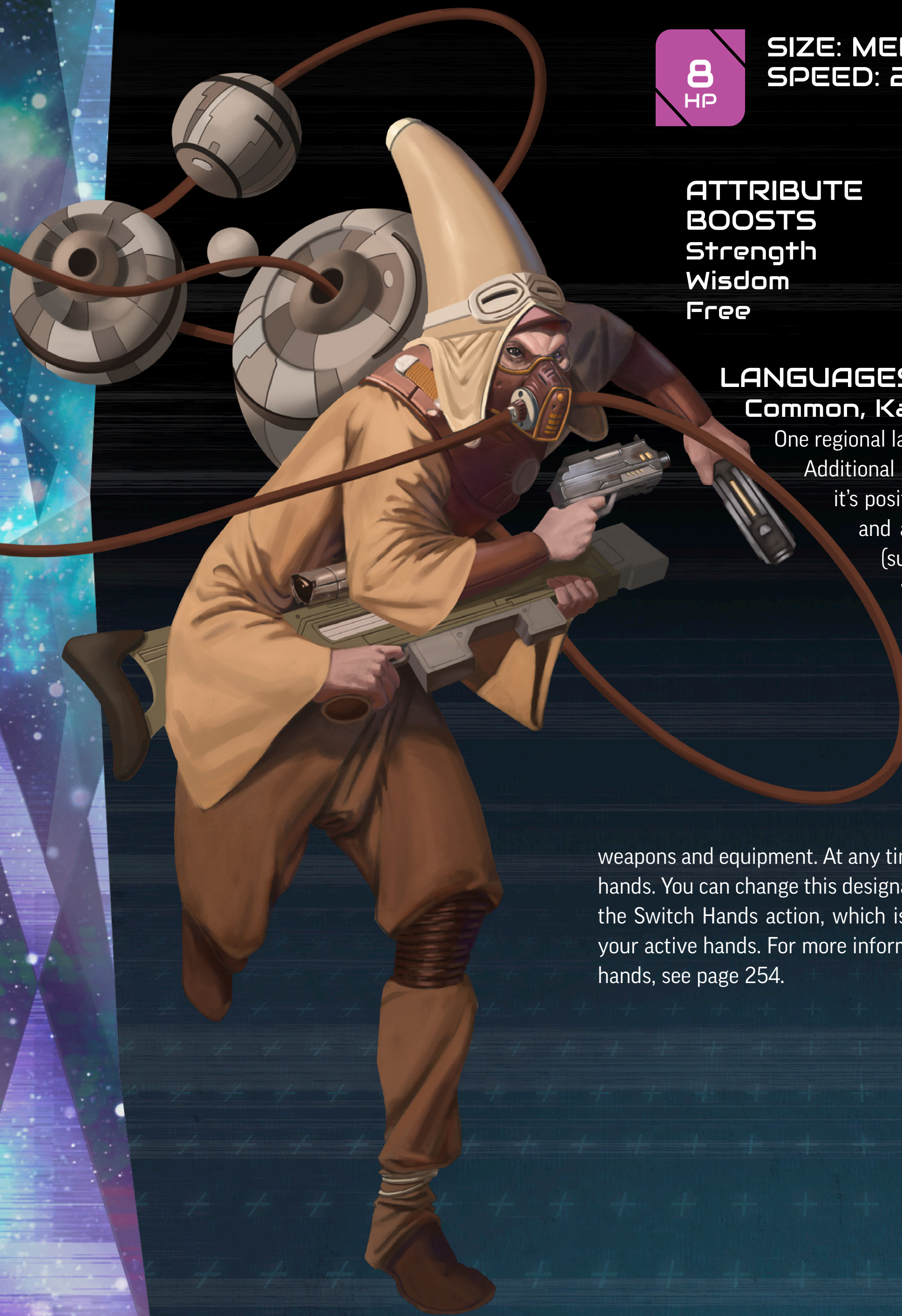
You return from the brink of death, hauling yourself back to consciousness through exhaustion and pain. If you have the dying or unconscious conditions, you lose the dying and unconscious conditions. If you're at 0 Hit Points, you have 1 Hit Point. Increase the value of your wounded and doomed conditions by 1. You can use this reaction while unconscious.

KASATHA

Steeped in the ancient traditions of a distant home world orbiting a dying star, kasathas are four-armed humanoids who arrived in the Pact Worlds aboard a massive worldship named *Idari*. Striving for cosmic balance in all things, kasathas take pride in tempering their technological advances with the wisdom of their ancestors.

8 HP

SIZE: MEDIUM
SPEED: 25 FEET



ATTRIBUTE BOOSTS

Strength
Wisdom
Free

ATTRIBUTE FLAW

Charisma

LANGUAGES

Common, Kasatha

One regional language of your choice

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your home world).

TRAITS

HUMANOID KASATHA

FOUR-ARMED

You have four arms, which allows you to wield and hold up to four hands' worth of weapons and equipment. At any time, one pair of hands is designated as your active hands. You can change this designation from one pair of hands to another by taking the Switch Hands action, which is a single action. You can wield items only with your active hands. For more information on playing characters with more than two hands, see page 254.

YOU MIGHT...

- Seek to maintain balance and harmony between yourself and others, as well as among cosmic forces.
- Find traditional weaponry to be more honorable than modern munitions.
- Keep your mouth hidden with a scarf or mask while in public.

OTHERS PROBABLY...

- Assume your respect for tradition gives you an inflexible view of the universe.
- Go to you for advice and expect you to provide guidance and wisdom.
- Take your prioritization of personal dignity as a sign of elitism.

Kasathas are originally from the desert planet of Kasath, a doomed world orbiting a red giant. Shortly after the period of lost history known as the Gap, kasatha leaders realized their planet was dying and made a plan to leave Kasath and settle on the distant red world in the Pact System known as Akiton. Centuries later, they arrived aboard the worldship *Idari* to find a thriving planet already inhabited by multitudes of other species. Most kasathas decided to stay on board the *Idari*, while others peacefully emigrated to the many planets of the Pact Worlds, where their scientific and metaphysical knowledge are welcomed additions to the diverse star system. Today, kasathas are found throughout the Pact Worlds and even in several Near Space systems.

If you want a character who strives for balance and harmony, you should play a kasatha.

PHYSICAL DESCRIPTION

Kasathas are humanoids with gray skin, four arms, and pure black eyes. They have an elongated skull that extends behind their neck, further accentuating their tall frames. After evolving to survive migrations on a massive world, many kasathas have wiry bodies with thick musculature that makes them strong despite their lanky appearance.

Many kasathas prefer wearing baggy, layered clothing that conceals their multiple arms—and what they're wielding.

SOCIETY

Kasathan culture prioritizes stability and balance, with a respect for honor, tradition, and the importance of upholding and respecting one's edicts and anathemas. Most kasathas form matriarchal and nomadic clans and subclans organized into a complex myriad of "Great Families." While each Great Family has its own set of customs and traditions, common staples include concealing one's mouth from all but your most intimate companions, a belief in the honor of fighting with melee weapons, and a coming-of-age period known as the Tempering, a traditionally yearlong period that could last longer for some kasathas. During their Tempering, a kasatha is encouraged to test their limits, learn from different cultures, and forgo familial customs in the hopes of learning firsthand the importance of stability and tradition.

While most kasathas go by their first name, many have a full name consisting of up to half a dozen elements referring to one's ancestors, clan, and connection to the Great Families of Kasath. For example, a kasatha properly named "Barasul Naedarin Allar of Clan Allar and House Holdare, Keeper of Ten Million Thoughts" would likely introduce themself as Barasul.

Sample Names: Altronus, Barasul, Ehu, Esar, Gorsen, Hadif, Jahir, Kala, Khsutil, Maeda, Metweska, Ninura, Remu, Senesel, Tolar, Umana, Voloteo, Zye

BELIEFS

Kasathan cultures hold custom and ancestral tradition in high regard, but each kasatha follows their own unique set of traditions, combining the rituals of their clan with those they develop through life experience. This accumulation of traditions and customs often inspires older kasathas to spend time remembering and honoring the past daily.

Popular Edicts cover your mouth in public, establish your own customs, honor your traditions, maintain balance

Popular Anathema disrespect or belittle the traditions of others, disrespect your elders

KASATHA HERITAGES

A kasatha's heritage might be influenced by the environs their ancestors inhabited on Kasath, the lineage they were born into, or their progenitors' role in their peoples' interstellar migration. Choose one of the following kasatha heritages at 1st level.

AKITONIAN KASATHA

You (or one of your ancestors) traveled to the Pact Worlds on the *Idari* and settled on Akiton. Akiton's significantly lower gravity grants you an advantage in the fun and practical art of leaping, and you likely revel in the many rituals surrounding the desert world's popular sports. You gain the Quick Jump feat and don't treat sand as uneven ground.

KASATH SURVIVALIST

You and your ancestors were among those who chose not to abandon your dying home world. Your people trek through wasted lands under dim skies, seeking shelter and resources even as they slowly dwindle. You might have finally decided to seek a better life, or perhaps you hope to convince others to return to Kasath with you. You can Hustle twice as long while exploring before you have to stop. If you're in a group that's Hustling, you increase the total number of minutes the group can Hustle by 10 minutes, or by 20 minutes if you're 13th level or higher. You gain the Feather Step feat.

SHIPBORN KASATHA

You were one of the kasathas born and raised on the *Idari* worldship that now orbits the Pact Worlds' sun. Your family kept hope and tradition alive while enduring the hardships of lengthy space travel. For you, the *Idari* is the only home you've ever known. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

STELLAR NOMAD KASATHA

You choose to travel abroad, leaving your birthplace to embark on a journey through the wider cosmos. During your daily preparations, you can study a particular ancestry, faction, philosophy, or religion to learn one of their edicts or anathemas and gain a broader understanding of that culture's customs and traditions. While you follow that edict or anathema, you become trained in the associated lore (such as Vesk Lore or Damoritosh Lore). This proficiency lasts until you prepare again. Since this training is temporary, you can't use it as a prerequisite for a permanent character option like a feat or a skill increase.

TEMPERING

You're undergoing your Tempering, a coming-of-age ritual during which a kasatha rejects the formal traditions of their family and experiences other customs and traditions. You might be one of the Untempered, a kasatha who chooses to continue their Tempering beyond the traditional period. You become trained in Society and gain the Streetwise feat.

KASATHA ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a kasatha, you choose from among the following ancestry feats.

1ST LEVEL

CALM BEFORE THE STORM FEAT 1

KASATHA

You maintain a calm demeanor even when facing mortal peril. When frightened, at the end of your turn, reduce your frightened condition by 2 instead of 1.

CREW MEMBER ↺ FEAT 1

KASATHA

Trigger An ally within 30 feet attempts to Aid and rolls a failure.

You're always able to help in a pinch. Attempt a skill check or attack roll of the same type attempted by your ally and replace the result of the failed Aid with your result, even if you didn't prepare to help.

KASATHA LORE FEAT 1

KASATHA

You've studied the kasathan traditions of balance and harmony. You gain the trained proficiency rank in Diplomacy and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Kasatha Lore.

KASATHAN WEAPON FAMILIARITY FEAT 1

KASATHA

You have a respect for melee combat, and you've trained to wield a few more elegant examples in battle. You gain access to all uncommon weapons with the kasatha trait. You have familiarity with weapons with the kasatha trait plus the dueling sword, plasma sword, shock truncheon, and singing spear—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

NATURAL GRACE ◇ FEAT 1

FORTUNE KASATHA

Frequency once per day

Trigger You fail an Acrobatics check or Reflex saving throw.

You have an almost supernatural control of your movements, which can sometimes save you in dangerous situations. You can reroll the triggering skill check or saving throw, using the second result even if it's worse.

5TH LEVEL

DOUBLE DRAW ◆ FEAT 5

KASATHA

Routine use of your arms allows you to quickly move held equipment around. You Interact twice to draw, stow, or swap items you have up to twice.

HISTORIAN FEAT 5

KASATHA

You become trained in a Lore skill of your choice. You can spend 10 minutes checking your notes or research materials to Recall Knowledge about a piece of history with any Lore skill in which you aren't trained, using your highest Lore skill modifier instead of your modifier with that skill.

KASATHA WEAPON ELEGANCE FEAT 5

KASATHA

You've learned how to adapt your martial expertise to wield other weapons. When wielding a weapon you aren't proficient with, treat your level as your proficiency bonus.

At 11th level, you become trained in all weapons.

MASKED FEAT 5

KASATHA

Your masked face prevents others from scrutinizing your appearance, and you've learned to leverage this uncertainty to your advantage in social situations. While your mouth is covered, increase the DC of any Perception check to Sense Motive against you by 2. You gain a +1 circumstance bonus to Lie, make a Request, or Make an Impression.

9TH LEVEL

ALL HANDS ON DECK ◇ FEAT 9

KASATHA

Frequency once per day

You focus on your coordination for a brief moment. Until the beginning of your next turn, you count one additional pair of hands as your active hands. At the beginning of your next turn, choose which set of active hands remains your active hands.

HISTORY BUFF FEAT 9

KASATHA

Prerequisites Historian

You've cataloged countless customs, histories, and traditions. You can cast *hypercognition* once per day as a 3rd-rank occult innate spell. You can use your modifier for the Lore skill you chose for Historian in place of any other skill modifier when attempting a Recall Knowledge check while casting *hypercognition*.

UNCANNY AWARENESS FEAT 9

FORTUNE KASATHA

You are in tune with your surroundings and can instinctively sense when danger is near. You gain a +2 circumstance bonus to Perception checks for initiative rolls. If your initiative roll result is tied with that of an opponent, you go first, regardless of whether you rolled Perception or not. The first time each day that you roll Perception for initiative, you roll initiative twice and use the higher result.

13TH LEVEL

DISCIPLE OF THE CYCLE FEAT 13

KASATHA

While it pales in comparison to the powers of a true solarian, you are a devoted disciple of the Cycle and can temporarily manifest control over the powers of the cosmos. You gain *entropy strike* and *skyfire wings* as 3rd-rank occult innate spells. You can cast each of these occult innate spells once per day.

PERFECTLY BALANCED FEAT 13

KASATHA

You've come closer to finding balance between two extremes of energy, learning how to expel or draw in excess heat when necessary. You gain resistance 5 to cold and fire. Additionally, you gain the Redirect Energy reaction.

Redirect Energy ↺ **Trigger** You take cold damage or fire damage and are holding a melee weapon; **Effect** You tap into the harmful energy directed at you and redirect its essence into a melee weapon you're holding. Until the end of your next turn, the selected weapon deals an additional 1d4 damage of the triggering damage type. During this time, you lose any resistance to the triggering damage type granted to you by Perfectly Balanced.

17TH LEVEL

CLEANSE SPIRIT FEAT 17

KASATHA

Through your knowledge of traditional kasathan healing rituals and meditative practices, you've learned to cleanse the body and mind of the ill or troubled. You gain *cleanse affliction* and *sound body* as 4th-rank occult innate spells. You can cast each of these occult innate spells once per day.

RELIABLE GRACE FEAT 17

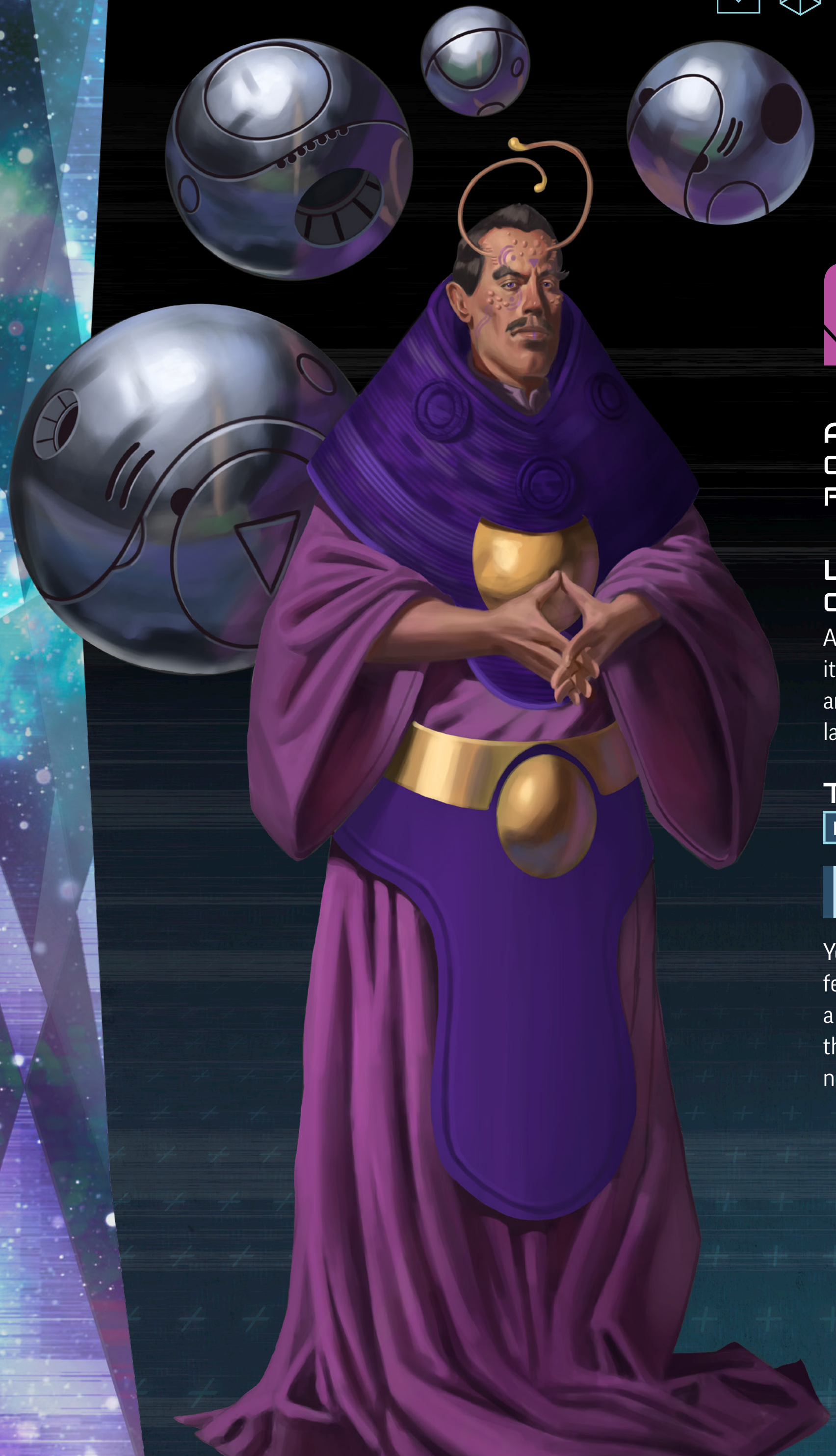
KASATHA

Prerequisites Natural Grace

You have exceptional control over your body. You can use Natural Grace once per hour, rather than once per day.

LASHUNTA

Long ago, lashuntas evolved psychic abilities and a unique dimorphism that helped them survive on their home world of Castrovel. In modern times, lashuntas manipulate their own genetics at puberty, allowing each individual to develop into an enhanced scholar or warrior, though not every lashunta commits to these traditional choices.



6 HP

SIZE: MEDIUM
SPEED: 25 FEET

ATTRIBUTE BOOSTS

Charisma
Free

LANGUAGES

Castrovelian, Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

HUMANOID | LASHUNTA

LIMITED TELEPATHY

You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts and communicates no more information than normal speech would.

YOU MIGHT...

- Constantly strive to improve yourself through practicing skills and honing your powers.
- Prioritize learning and diplomacy if you're a damaya, or physique and tactical prowess if you're a korasha—or if you're an unbound lashunta, you have different priorities.
- Hold yourself to a much higher standard than you apply to others.

OTHERS PROBABLY...

- Think you're a perfectionist and find your pursuit of self-improvement tiresome.
- Distrust your psychic abilities, fearing you'll read their minds.
- Idealize or label you based on your genetic expression.

Lashuntas are natural psychics with adaptive genetics who traditionally develop into one of two heritages at puberty: damayas or korashas. They have a well-earned reputation for being charismatic, driven, and self-reflective, with a perpetual desire for growth—both in terms of personal advancement and self-improvement. This cultural push to know oneself, embrace one's strengths, surpass one's past successes, and strive for ever-greater goals drives lashuntas to value education, focus, and training as well as to explore new discoveries, technologies, and modes of thought. While many lashuntas today still fulfill the traditional role of the enlightened warrior or the consummate scholar, time and shifting social norms have gifted lashuntas the freedom to branch out in countless ways, developing their own interests, hobbies, and genetic expressions, with no regard to their heritage or societal standing.

If you want to play a character who strives for self-improvement and has innate psychic abilities, you should play a lashunta.

PHYSICAL DESCRIPTION

Damayas tend to be tall and graceful with delicate features and are traditionally pushed toward artistic or intellectual pursuits and political occupations. Korashas are shorter, more muscular, and gravitate toward military service, manual labor, and wartime leadership. Regardless of heritage, all lashuntas have short forehead antennae that focus their telepathy, with colorful bumps and facial markings unique to each individual. Lashuntas produce pheromones that subtly broadcast their moods in ways that other ancestries might find alluring or unnerving.

Around puberty, lashuntas traditionally choose whether to express damaya or korasha genetics—a decision that determines their physical development and influences their potential societal roles. Lashuntas achieve their choice through a combination of psychic rituals and gene therapy. Today, many young lashuntas have chosen to tread their own path and abstain from this choice, instead becoming "unbound." Unbound lashuntas defy traditional roles and labels, and they might express traits and innate proclivities common to both of or neither of these groups. A growing minority of lashuntas instead pushes for further genetic diversification and aims to express unique or long-buried genetic permutations, pioneering entirely new chosen heritages. Whether such experimentation will prove fruitful remains to be seen.

SOCIETY

Since time immemorial, lashuntas have dwelled in sprawling, picturesque cities along the shores and wildlands of Castrovel, a lush jungle world teeming with dangerous predators and extreme weather. These independent settlements are protected by a mighty military caste of psychic warriors, technological defenses, and magical countermeasures. The most iconic of these soldiers are the shotalashu cavalry, lightly armored riders who form telepathic bonds with (and take their name from) their saurian mounts.

Sample Names: Lashunta naming conventions often use tonal elements. Some sample lashunta names are Domash, Hesori, Imaaz, Kima, Kopalo, Maenala, Nomae, Oraeus, Raia, Shess, Soryn, Stretto, Taeon, and Varikuara.

BELIEFS

Lashunta cultures value education, self-improvement, and community defense. Religious lashuntas tend to identify with faiths that encourage balance, knowledge, meditative practice, and seeking enlightenment, such as Eloritu, Ibra, or Yaraesa. Other lashuntas shun religion entirely in favor of adopting a philosophy like the Cycle or the Green Faith, honoring a state leader, or following historic community traditions.

Popular Edicts become the best version of yourself, never stop learning, train your mind or body daily

Popular Anathema neglect your goals, wallow in failure

LASHUNTA HERITAGES

Around puberty, many lashuntas choose to embrace a genetic path that determines their physiology and role in society. Choose one of the following lashunta heritages at 1st level.

DAMAYA LASHUNTA

You've chosen the adaptive genetics to become a damaya. You might have a leaner, lither body type than other lashuntas and are likely encouraged to pursue work as a scholar or politician. In addition to what you gain from your ancestry, you gain an attribute boost to Intelligence and an attribute flaw to Constitution, but the free ancestry boost can't also be Intelligence. You become trained in Diplomacy. If you would automatically become trained in Diplomacy (from your background or class, for example), you become trained in another skill of your choice. You gain the Additional Lore general feat.

KORASHA LASHUNTA

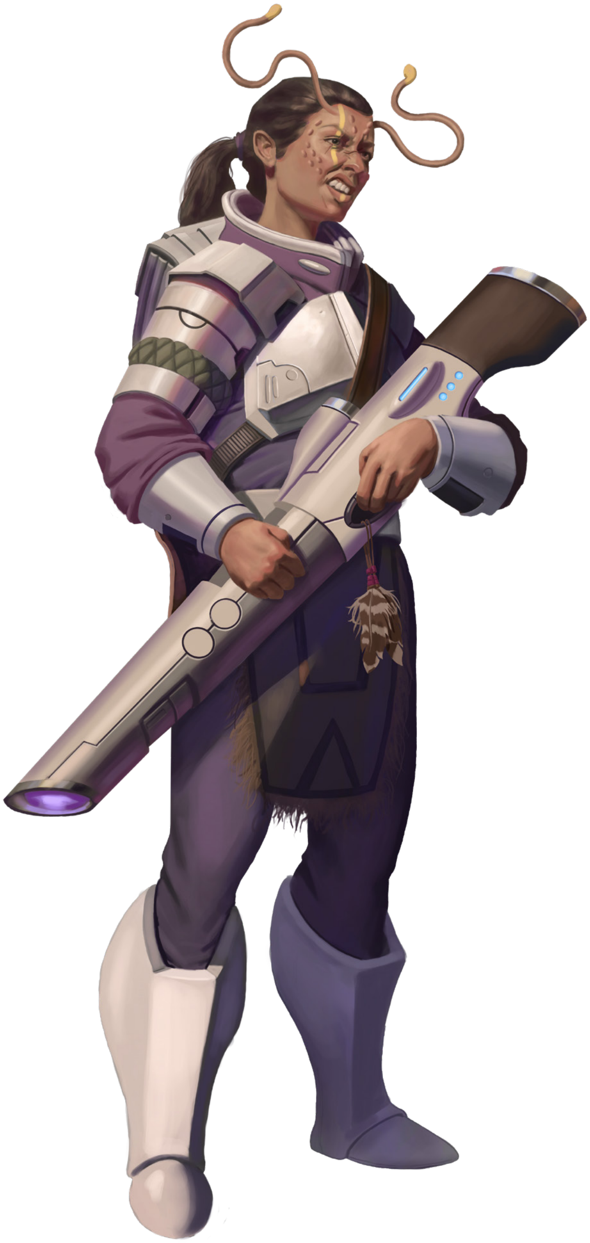
You've chosen the adaptive genetics to become a korasha. You might be stockier and more muscular than other lashuntas.

In addition to what you gain from your ancestry, you gain an attribute boost to Strength and an attribute flaw to Wisdom, but the free ancestry boost can't also be Strength. You gain 8 Hit Points from your ancestry instead of 6, and you gain a +1 circumstance bonus to Athletics checks to Shove or Trip.

UNBOUND LASHUNTA

You decided against activating your ancestry's adaptive genetics. You might show a combination of damaya and korasha traits; you might be tall and muscular or short and lithe, or perhaps you have unusual features, such as bumps and swirls covering your body or long, fuzzy antennae. You gain the Unbound Mind reaction.

Unbound Mind ⤾ **Trigger** You attempt a saving throw against a mental effect, but you haven't rolled yet; **Effect** You refuse to conform to the will of others, shaking off their attempts to control you with sheer determination. You gain a +1 circumstance bonus to the triggering saving throw and other saves against mental effects until the start of your next turn.



LASHUNTA ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a lashunta, you choose from among the following ancestry feats.

1ST LEVEL

ALLURING PHEROMONES FEAT 1

LASHUNTA

You influence others with pheromones, even when you lack other means of communication. You can use Diplomacy to Make an Impression on creatures with whom you don't share a language and to make simple Requests of them. This could include getting directions or getting the target to pick a specific individual out from a crowd. When you do, Make an Impression and Request lose the linguistic trait and gain the olfactory trait.

CENTER THOUGHTS ◈ FEAT 1

CONCENTRATE FORTUNE LASHUNTA MENTAL

Frequency once per day

Trigger You fail a Will saving throw against a mental effect.

You center your thoughts and focus your mind, shaking off emotional turmoil and harmful mental intrusions. Reroll the triggering saving throw and use the better result.

COMMANDING PHEROMONES FEAT 1

LASHUNTA

You can leverage your alluring pheromones to soothe ill will and take the edge off your threats, turning your attempts at coercion into acts of leadership. When you Coerce a creature, if your target would become unfriendly (and they aren't already unfriendly or hostile), they become indifferent instead.

DISTANT TELEPATH FEAT 1

LASHUNTA

Prerequisites limited telepathy

Whether through training or innate talent, you've expanded the range at which you can telepathically communicate. Increase the range of your limited telepathy by 15 feet.

Special You can select this feat more than once.

LASHUNTA LORE FEAT 1

LASHUNTA

You've studied the lives and achievements of other lashuntas who have improved both their psychic powers and their communities. You gain the trained proficiency rank in Occultism and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Lashunta Lore.

PSYCHIC TALENT FEAT 1

LASHUNTA

Your psychic abilities have developed beyond simple communication. Choose one cantrip from the occult spell list. You can cast this cantrip as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

5TH LEVEL

PSYCHIC BULLY FEAT 5

LASHUNTA

Prerequisites korasha lashunta or unbound lashunta heritage

You can leverage your telepathic abilities to influence the minds of others, imparting orders or inflaming fears. You can cast *command* and *fear* as 1st-rank occult innate spells. You can cast each of these occult innate spells once per day.

PSYCHIC SCHOLAR FEAT 5

LASHUNTA

Prerequisites damaya lashunta or unbound lashunta heritage

You can transfer vast amounts of information to the minds of others in mere moments. You can cast *mindlink* as a 1st-rank occult innate spell twice per day.

SENSITIVE ANTENNAE FEAT 5

LASHUNTA

Your antennae are covered in fine hairs that make them more sensitive to psychic vibrations than most. You gain thoughtsense as a vague sense with a range of 30 feet. This means you can use your antennae to determine if a creature is within range. Your thoughtsense detects only thinking creatures, so a creature that's unthinking or otherwise immune to mental effects can't be perceived using your thoughtsense. This doesn't give you the ability to read or understand their thoughts.

At 9th level, this becomes an imprecise sense.

TELEPATHIC CONDUIT FEAT 5

LASHUNTA

Prerequisites limited telepathy

When you use limited telepathy to communicate with another creature, you act as a conduit for their thoughts, allowing them to respond to you for a few scant moments—if they wish. The creature can give you a brief response as a reaction, or as a free action at the beginning of their next turn as long as they remain within range of your telepathy.

9TH LEVEL

GUARDED THOUGHTS FEAT 9

LASHUNTA

Your psychic training allows you to block attempts to read your thoughts. Any effect that specifically attempts to read your mind to glean information must succeed at a counteract check against the higher of your class DC or your spell DC to do so successfully; otherwise, it gains no information. The counteract rank is equal to half your level rounded up.

PSYCHIC MASTERY FEAT 9

LASHUNTA

Prerequisites Psychic Talent

Your psychic abilities have grown stronger, allowing you to tap into entirely new dimensions of psychic power. Choose one common 2nd-rank spell from the occult spell list. You can cast that spell as an occult innate spell once per day.

13TH LEVEL

FOCUS PHEROMONES ◆ FEAT 13

FORTUNE LASHUNTA

Frequency once per hour

You can purposefully deploy your pheromones to manipulate the reactions of those around you. If your next action is to attempt a Deception check to Create a Diversion, a Diplomacy check to Request, or an Intimidation check to Demoralize, roll that skill check twice and use the better result.

PSYCHIC INVESTIGATOR FEAT 13

UNCOMMON LASHUNTA

Prerequisites Psychic Bully, Psychic Scholar, or Psychic Talent

You can use your telepathic abilities to quickly assess your circumstances or subtly glean information from the minds of others. You can cast *hypercognition* and *mind reading* as 3rd-rank occult innate spells. You can cast each of these occult innate spells once per day.

17TH LEVEL

CENTERED MIND FEAT 17

LASHUNTA

Prerequisites Center Thoughts

You know your own mind and instinctively resist attempts to unbalance your thoughts or control your emotions. You can use Center Thoughts once per hour, rather than once per day.

MENTAL DEFLECTION ⤾ FEAT 17

LASHUNTA MENTAL

Prerequisites expert in Occultism, focus pool

Trigger A creature Casts a Spell with the mental trait.

Requirements You have at least 1 Focus Point.

When a foe Casts a Spell that has the mental trait and you can see or otherwise detect its manifestations, you use your psychic powers to disrupt it. You expend 1 Focus Point to counter the triggering creature's casting of the spell. You then attempt to counteract the triggering spell using your spellcasting attribute modifier plus your spellcasting proficiency bonus as your counteract modifier and half your level, rounded up, as your counteract rank.

PSYCHIC PARAGON FEAT 17

LASHUNTA

Prerequisites Psychic Mastery

Your psychic abilities have grown stronger. Choose one common 6th-rank spell from the occult spell list. You can cast that spell as an occult innate spell once per day.

PAHTRA

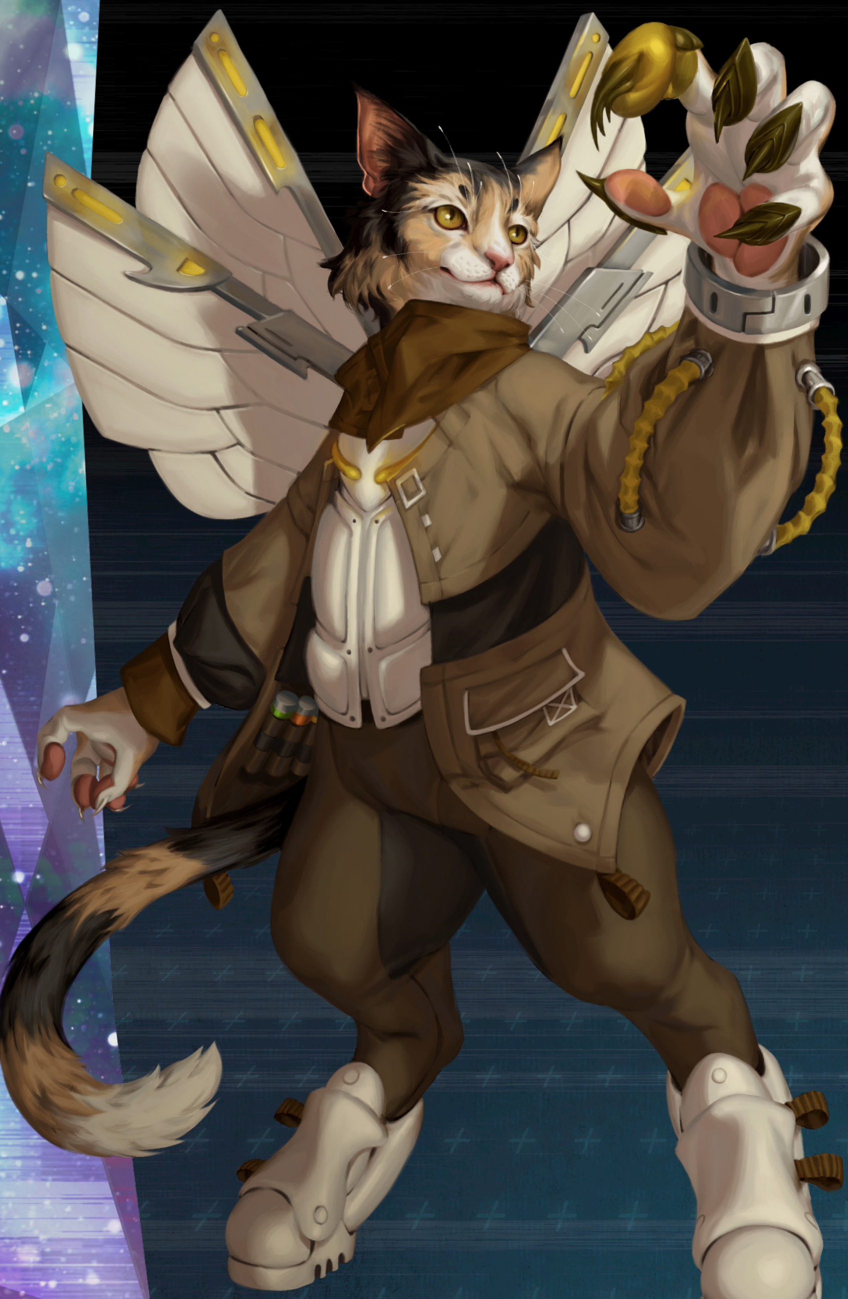
Pahtras are a humanoid feline species from a nearby star system. They're highly competitive and known for their achievements in magic, music, and war. Their home world was recently freed from the Veskarium's occupation, and they've joined the Pact Worlds.

8 HP

SIZE: MEDIUM
SPEED: 25 FEET

ATTRIBUTE BOOSTS
Charisma
Dexterity
Free

ATTRIBUTE FLAW
Constitution



LANGUAGES

Common, Pahtra, Vesk

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

HUMANOID | PAHTRA

DARKVISION

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

YOU MIGHT...

- Enjoy friendly competition.
- Be a talented performer or cultured aficionado of a wide variety of music and dance genres.
- Hold true to your ancestral traditions and refuse to kneel to cruel despots.

OTHERS PROBABLY...

- Think you struggle with computers, vehicles, and other technology.
- Envy your musical talent.
- Assume you're looking for an excuse to prove yourself in a fight.

Pahtras evolved on a low-gravity jungle world called Pulonis, where they fought a long war for independence from their Veskarium conquerors. Recently, pahtra freedom fighters defeated the last Veskarium occupiers, then voted to join the Pact Worlds as a sovereign planet. Today, Pulonis is a lush, verdant world wracked by dangerous magnetic storms and scarred by the Veskarium's brutal invasion. The struggles of survival have influenced many pahtra traditions, leading to a culture of competitive war games, time-honored mysticism, and unorthodox technology. Music accompanies everything in pahtra culture, from popular entertainment to traditional battle tactics, with martial combat even categorized as a form of battle dance.

If you want to play a character who fights for freedom with grace and style, you should play a pahtra.

PHYSICAL DESCRIPTION

Pahtras are feline humanoids covered in fur. Their coats vary from black, white, blue, calico, bi-colored, and tabby, often possessing unique patterns of irregular shapes that seers traditionally use to divine an individual's potential. Their eyes vary across all colors of the visible spectrum. Typical pahtras stand between 6 and 7 feet tall, with elongated limbs and flexible joints. Their physiology is highly mutable, and families that leave Pulonis often find their children developing stockier and more muscular bodies as they adjust to higher gravity.

Pahtras have sharp teeth and retractable claws on their hands and feet. They have a unique set of sensory organs across their muzzles, with functions varying from individual to individual. The most common of these peripheral nerves include harmonic sensory apparatuses that can feel sound.

SOCIETY

Pahtra cultures are steeped in tradition and highly competitive, with individuals vying for recognition and resources in a struggle that mimics the harsh natural order of their planet. Before the Veskarium invasion, technological advancement on Pulonis stalled because of the world's unpredictable magnetic storms. Even today, Pulonian technological development focuses on ceramics, bioengineering, chemistry, and magic. After breaking from the Veskarium, residents of Pulonis's nation-states overwhelmingly voted to join the Pact Worlds, and they're still acclimating to this new political allegiance.

The majority of pahtras are asexual. Most seek loving and life-long relationships with partners, but in modern times few commit to having children. Pahtras bear litters of six to eight children and prefer communal child-rearing, which allows parents to retain their individuality and shoulder responsibilities together.

Sample Names: Traditional pahtra names contain auspicious elements determined by a mystic. Pahtra names include Cahnex, Dae, Fetenekku, Hafoumei, Ifset, Ihrasara, Jeviish, Khieper, Lealorn, Mahdran, Miiyu, Onharaf, Rishir, Sanna, Tendris, Teoshanhi, Vokuvi, Voyenrel, and Zamahaii.

BELIEFS

Many pahtras cling fiercely to their ancestral Pulonian traditions in an effort to keep their cultures alive after enduring generations of oppression by the Veskarium. Pulonian culture values personal success and standing out from one's peers and views all existence as a great song, with each person, event, and action adding to the galactic symphony that began at the dawn of time. Most pahtras enjoy healthy and productive competition, believing that one's true potential can emerge only from struggle. Underhandedly sabotaging or blatantly disrespecting a rival who follows the rules of a competition is a grave offense and usually seen as a sign of weakness. Pahtras make an exception to this code when facing a dishonorable foe, such as invaders from the technologically advanced Veskarium. In such cases, any form of resistance is acceptable, and the use of "dirty" tactics is considered a wise counter to a foe's unfair advantages. Many religious pahtras pray to Meyel, an ancestral deity of dance, music, and battle worshipped on Pulonis.

Popular Edicts challenge yourself and your allies, perform music and dance daily, take pride in your accomplishments

Popular Anathema abandon your ancestral traditions, bow to tyrants, give up your identity

PAHTRA HERITAGES

Pahtras have a variety of heritages throughout their species. Choose one of the following pahtra heritages at 1st level.

HUNTER-STALKER PAHTRA

You descend from a long line of hunters, and your fur is especially well suited to blending into multiple environments. As long as you're in a natural and undeveloped environment, you gain a +2 circumstance bonus to Stealth checks to Hide and Sneak, to Survival checks to Subsist, and to your Survival DC to Cover Tracks.

MEYEL'S CHOSEN PAHTRA

You have an undeniable streak of luck that you believe is a blessing from your ancestral god Meyel. You might come from

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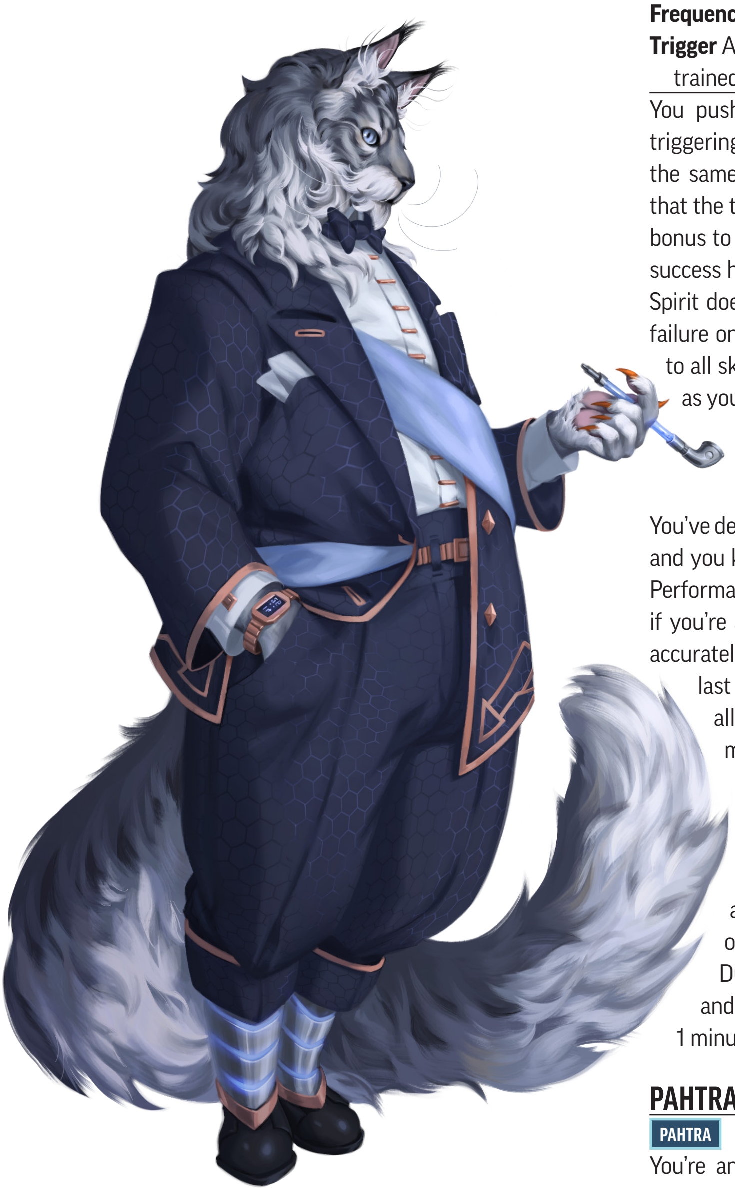
a long line of mystics. Perhaps you were born at a holy site on Pulonis, or you reached out in fervent prayer at a time of crisis. Most of Meyel's chosen can point to at least one past event when their goddess might have intervened to save them from death or some other awful fate. Whether metaphorically or literally, you always seem to land on your feet. The first time each day that you critically fail a saving throw, you immediately reroll the saving throw as a free action; this is a fortune effect.

RIME WALKER PAHTRA

You've adapted to cold environments by growing a fluffy fur coat. You might be the descendant of ancient pahtras who dwelled in the frigid regions of Pulonis long before the Veskarium's exploitation changed its climate, or you might have unlocked this genetic potential through bioengineering. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).



SAND ROAMER

Your ancestors roamed blasted terrain leached of vital nutrients by the Veskarium. You're shorter and stockier than most pahtras, with wide, tufted ears and fur-covered paw pads. Your size is Small instead of Medium. You ignore difficult terrain and uneven ground caused by sand and gain fire resistance equal to half your level (minimum 1).

PAHTRA ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a pahtra, you choose from among the following ancestry feats.

1ST LEVEL

COMPETITIVE SPIRIT ⤾ FEAT 1

PAHTRA

Frequency once per hour

Trigger An ally attempts a skill check with a skill that you have trained or better proficiency rank in.

You push yourself to be the best by competing with the triggering ally. Until the end of your next turn, you can attempt the same skill check to perform the same action or activity that the triggering ally performed. You gain a +2 circumstance bonus to this skill check. If you achieve at least one degree of success higher than the triggering ally, this use of Competitive Spirit doesn't count toward its frequency. If you roll a critical failure on this skill check, you take a –1 circumstance penalty to all skill checks attempted with that skill for the next hour as you try new techniques to improve your future attempts.

HARMONIC SENSITIVITY FEAT 1

PAHTRA

You've developed keen organs that have a sensitivity to sound—and you know how to put them to use. You become trained in Performance or gain the Assurance skill feat with Performance if you're are already trained in that skill. In addition, you can accurately recall a melody or lyrics you've heard within the last week, granting you a +2 circumstance bonus to all Deception and Performance checks that involve mimicking speech or a specific sound.

LONG WHISKERED FEAT 1

PAHTRA

Your whiskers function as advanced electroreceptors, allowing you to orient yourself more easily. At the end of each round in which you're untethered, attempt a DC 15 flat check. On a success, you ignore the clumsy and off-guard conditions imposed by being in zero-g for 1 minute.

PAHTRA LORE FEAT 1

PAHTRA

You're an expert in both the traditional and modern pahtra performing arts. You gain the trained proficiency rank in Acrobatics and Performance. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Pahtra Lore.

PREDATORY FEAT 1

PAHTRA

Battle is a dance, and you've honed your body into an instrument as exquisite as it is deadly. When you select this feat, you gain your choice of a claw unarmed attack or a jaws unarmed attack. Both of these attacks are in the brawling weapon group.

A claw unarmed attack deals 1d6 slashing damage and has the agile, finesse, pahtra, and unarmed traits.

A jaws unarmed attack deals 1d6 piercing damage and has the finesse, grapple, pahtra, and unarmed traits.

At 5th level, whenever you get a critical hit with one of these attacks, you get its critical specialization effect.

Special You can take this feat a second time. If you do, select the other attack from the options above.

5TH LEVEL

BATTLEBLESSED FEAT 5

PAHTRA

You're an accomplished battledancer and warrior, blessed by seers, honed by ancestral tradition, and capable of feats beyond the natural abilities of your peers. You gain *tailwind* as a 1st-rank primal innate spell that you can cast once per day.

CLIMBING CLAWS FEAT 5

PAHTRA

You can extend your claws to aid you in climbing. You gain a climb Speed equal to your land Speed.

ELECTROMAGNETIC WHISKERS FEAT 5

PAHTRA

Prerequisites Long Whiskered

You've honed your whiskers' sensitivity to the degree that you can sense the movement of the weak electric fields emitted by potential enemies. You gain electromagnetic sense as an imprecise sense out to 15 feet. Electromagnetic sense allows you to detect nearby living and technological creatures, but you might have to use the Seek action to find an undetected creature in an environment with too much electromagnetic radiation, such as inside the engine room of a spaceship or near a powerful source of radio waves.

9TH LEVEL

HARMONIC SHIELDING FEAT 9

PAHTRA

Prerequisites Harmonic Sensitivity

You've learned to compensate for your hypersensitivity to sound. You gain sonic resistance equal to half your level. If you roll a success on a saving throw against a sonic effect, you get a critical success instead.

MELODIC ADAPTATION FEAT 9

PAHTRA

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You can hear the thrum of magic as if it were a swirling note, a shifting melody, a harmonic chord, or a percussive beat, pulsing in tune with your heart. You can detect the presence of magic as though you were always using a 1st-rank *detect magic* spell. This detects magic within a 30-foot emanation.

At 13th level, the rank of *detect magic* increases to 3rd. At 17th level, the rank of *detect magic* increases to 4th.

MEYEL'S MELODY FEAT 9

PAHTRA

Prerequisites Meyel's chosen pahtra heritage

Divine rhythm pulses through your blood, and your life is the music. You gain a +2 status bonus to Performance checks. In addition, you can use Performance to Create a Diversion, Demoralize, or Make an Impression. If you listen to music while resting, you regain a number of additional Hit Points equal to your level.

13TH LEVEL

REMIX WORLD'S RHYTHM FEAT 13

PAHTRA

Prerequisites expert in Performance

Whether through intense musical training, magical insight, or Meyel's divine blessing, you can feel the rhythm of the world around you and tug on time's chords to manipulate its melody and flow. You gain *haste* and *slow* as 3rd-rank primal innate spells. You can cast each of these spells once per day.

SCRUPULOUS STALKER ◇ FEAT 13

PAHTRA

Frequency once per round

You quickly scan your surroundings for threats. You Seek. If you use electromagnetic sense, you gain a +2 circumstance bonus to this check.

17TH LEVEL

BOUNDLESS BRACHIATOR FEAT 17

PAHTRA

You can take a leap of faith and usually land on your feet. You can Leap up to 30 feet in any direction without touching the ground and without requiring an Athletics check; when doing so, you must land on a surface you can Climb or adjacent to an Edge you can Grab within 30 feet of you, or else you fall after using your next action. You can exceed your normal Speed while Leaping.

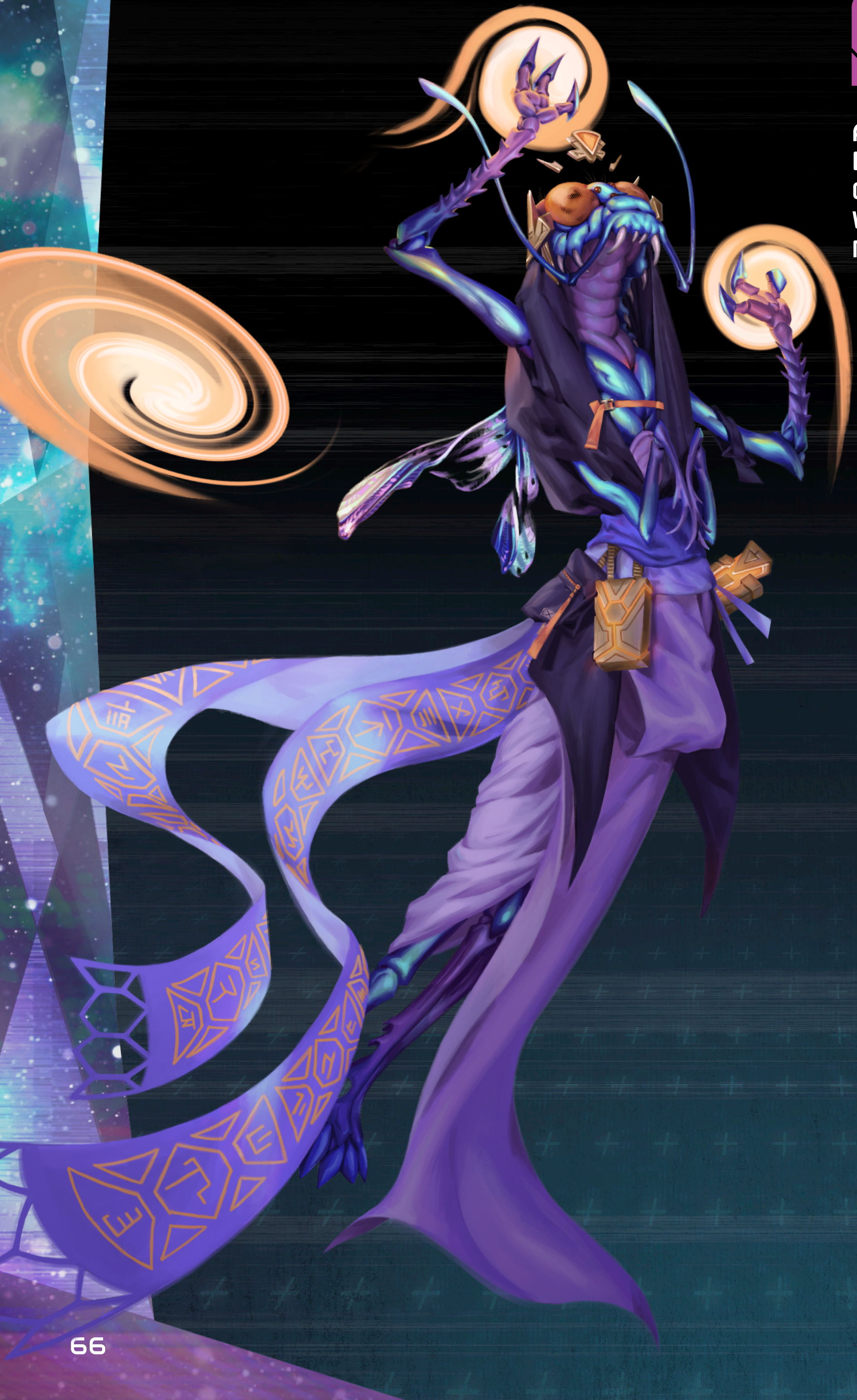
SONG OF MY PEOPLE FEAT 17

PAHTRA

You perform a mournful dirge tinged with supernatural grief that compels the soul of a lost comrade to return to its body. You can cast *breath of life* once per day as a 7th-rank primal innate spell. It gains the auditory trait.

SHIRREN

The insectile shirrens split from the destructive Swarm, forsaking the ruthless hive mind to pursue personal freedom and end the cycle of interstellar violence. Shirrens are a species of telepaths devoted to their own individualism, building chosen communities, and living in harmony with other peoples.



10 HP

SIZE: MEDIUM
SPEED: 25 FEET

ATTRIBUTE BOOSTS
Constitution
Wisdom
Free

ATTRIBUTE FLAW
Charisma

LANGUAGES
Common, Shirren

One regional language of your choice

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS
HUMANOID | SHIRREN

LIMITED TELEPATHY

You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts and communicates no more information than normal speech would.

YOU MIGHT...

- Build deep and powerful bonds with your comrades.
- Enjoy your freedom and delight in the opportunity to make your own decisions.
- Dislike violence and prefer seeking peaceful compromises that benefit everyone.

OTHERS PROBABLY...

- Count on you to mediate disputes and act as a voice of reason.
- Believe you overvalue and overthink simple choices.
- Are disconcerted by your insectile physiology and telepathy.

Shirrens were originally members of the Swarm, a collection of colonies controlled by a hive mind that devoured entire planets. In time, shirrens gained a sense of individual self and rejected the Swarm's mindless consumption. They fled the hive mind and settled in the Pact Worlds, where they established their own communities and integrated into existing settlements.

If you want a character who enjoys working as part of a team while still valuing independence, you should play a shirren.

PHYSICAL DESCRIPTION

Shirrens are arthropods with antennae, compound eyes, and chitinous exoskeletons. Shirrens walk upright and have three sets of limbs with three-clawed hands. The lower, weaker pairs of limbs are generally kept concealed and only used for ceremonial and reproductive reasons. Shirrens vary in appearance based on the colony they descended from, and some have vestigial wings, segmented thoraxes, or stingers.

Shirrens have three sexes with roles in reproduction: male, female, and host. Female and male shirrens provide eggs and sperm respectively, and hosts incubate the fertilized eggs. In some shirren communities, a single host incubates for many partners, while three-party unions are common in others. Shirren young spend their first 2 years in a wormlike larval form. A parent might carry their larval child in a protective container to let them safely experience the world until they reach the pupal stage. Pupae undergo a second metamorphosis around eight years old before settling into their mature form a few years later.

SOCIETY

Shirrens value individual choice and rights, having escaped from the Swarm thanks to an adaptation to their physiology that causes pleasure when they make choices for themselves. Shirren culture is built around this love of choice, encouraging shirrens to adapt themselves to a wide variety of beliefs, philosophies, and professions. Shirrens are highly communal and tend to feel lonely unless they're part of a group. Once a shirren chooses a community for themself, they often settle into a specialized role. When times are tough, they pitch in for teamwork and prioritize what's best for the group over what only benefits them as individuals, as long as they retain their autonomy.

Sample Names: Shirrens rely primarily on telepathy for communication and have a secret "soul-name" that's purely thought-based. Shirrens readily accept nicknames bestowed by their companions. Some shirren speech-names include Cesca, Chk Chk, Halicon, Izenzi, Jchk, J'scib, Keskodai, Kinnik, Korskal, Philt, Schect, Thast, T'sen, Xylit, Zenka, and Zigvigix.

BELIEFS

Shirrens define themselves by their choices and bristle against all forms of oppression. They enjoy cultural exchange, and while most eagerly adopt the deities and practices of other communities, others hold passionately atheistic worldviews that reject divine worship in favor of centering secular mortal experiences. Many shirren communities pay homage to Hylax, a benevolent deity believed to be the progenitor of their species. Hylax's faith is in turn shaped by her shirren followers, who believe her to be the pinnacle of unity without conformity. For more information about Hylax, see page 36.

Popular Edicts make your own choices, try to solve problems peacefully, work for the greater good of the group

Popular Anathema inflict thoughtless destruction, take away another's right to make choices

SHIRREN HERITAGES

Driven by a passion for personal choice and possessing a knack for rapid adaptation, shirrens are highly diverse. Choose one of the following shirren heritages at 1st level.

COURTIER SHIRREN

Your telepathy is stronger than most shirrens', allowing you to combine physical, verbal, and telepathic communication. You can transmit emotions alongside your messages whenever you use limited telepathy. In addition, when a creature communicates with you using limited telepathy or telepathy, you gain a +2 circumstance bonus to Perception checks to Sense Motive against that creature.

DEFIANT SHIRREN

Despite the passage of time, you remain resolute in your defiance of the Swarm and all forms of mental control. If you roll a success on a Will saving throw against an effect that was created by a creature with the kucharn trait or a creature that you know is allied with the Swarm, you get a critical success instead. You gain these benefits against any creature affected by a spell or effect that controls it. Additionally, you gain the Rebellious Defiance action.

Rebellious Defiance ◆ (mental) **Frequency** once per day; **Effect** You decry one foe within 100 feet that you can see as a tyrant or villain and prepare yourself to defy them, even until death. You gain a +1 circumstance bonus on your attack rolls against this foe, and you gain a +1 circumstance bonus to saving throws against the attacks, spells, and effects of this foe. These benefits last for 1 minute.

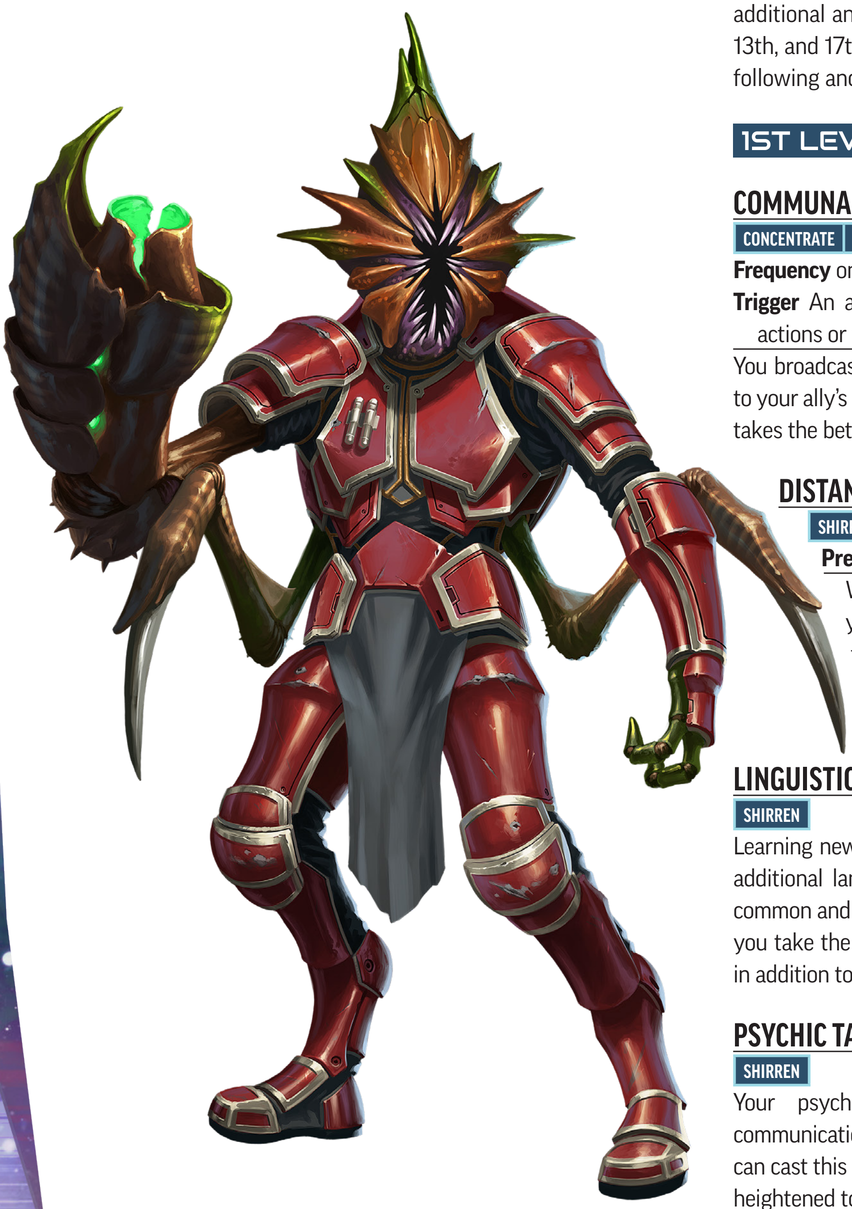
IRIDESCENT SHIRREN

You descend from shirrens who were originally programmed as decoys for the ravenous Swarm. Your chitin is iridescent and creates shimmering patterns that fascinate and distract most other creatures. You can Feint at a range of 10 feet, rather than solely while within melee reach of your intended target. You also gain the Shimmering Dazzle action.

Shimmering Dazzle ◆ (mental, visual) **Frequency** once per hour; **Effect** Your chitin flares and shimmers in a hypnotic display of shifting color and soothing motion. Pick a creature within 30 feet. That creature must succeed at a Fortitude save against your class DC or become dazzled for 1 round.

SWARM EXILE SHIRREN

While most shirrens broke away from the Swarm long ago, you're a more recent convert. You come from a group of castaways that have more in common with the Swarm than most other shirrens. You gain a bio-cannon ranged unarmed attack with a range increment of 20 feet that deals 1d6 acid damage. Your bio-cannon is in the corrosive weapon group. When you select this heritage, choose whether this attack comes from an underslung launcher on one of your arms, a launcher mounted over one of your shoulders, or from your mouth. You can't change this selection.



WINGED SHIRREN

Your ancestors were members of the Swarm who evolved wings. You possess a fully functional pair of wings that grant you a fly Speed of 15 feet.

SHIRREN ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a shirren, you choose from among the following ancestry feats.

1ST LEVEL

COMMUNALISM ⤾ FEAT 1

CONCENTRATE FORTUNE SHIRREN

Frequency once per day

Trigger An ally within 10 feet fails a skill check requiring 3 actions or fewer.

You broadcast helpful encouragement or pertinent information to your ally's mind. Your ally rerolls the triggering skill check and takes the better result.

DISTANT TELEPATH FEAT 1

SHIRREN

Prerequisites limited telepathy

Whether through training or innate talent, you've expanded the range at which you can telepathically communicate. Increase the range of your limited telepathy by 15 feet.

Special You can select this feat more than once.

LINGUISTIC PRODIGY FEAT 1

SHIRREN

Learning new languages comes naturally to you. You gain two additional languages of your choice, chosen from among the common and uncommon languages available to you. Every time you take the Multilingual feat, you gain another new language in addition to the two you gain from that feat.

PSYCHIC TALENT FEAT 1

SHIRREN

Your psychic abilities have developed beyond simple communication. Choose one cantrip from the occult spell list. You can cast this cantrip as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

SHIRREN LORE FEAT 1

SHIRREN

Your ability to adapt to various beliefs instills you with knowledge of many cultures. You gain the trained proficiency rank in Diplomacy and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Shirren Lore.

UNCONVENTIONAL WEAPONRY FEAT 1

SHIRREN

You've familiarized yourself with a weapon from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as vesk or ysoki) or that's common in another culture. You gain access to that weapon, and for the purpose of determining your proficiency, you treat it as a simple weapon.

If you're trained in all martial weapons, you can instead choose an uncommon advanced weapon that has an ancestry's trait or is common in another culture. You gain access to that weapon and have familiarity with that weapon. For the purpose of proficiency, you treat it as a martial weapon.

5TH LEVEL

EAGER ASSISTANT FEAT 5

SHIRREN

You love helping your friends and allies achieve their goals. At the start of your turn, you gain one additional reaction, which you can use only to Aid.

LEARNING EXPERIENCE FEAT 5

SHIRREN

Your body can partially absorb persistent damage to learn from it. Before you roll damage from a persistent effect, you can choose to take half damage from the effect. When you do, you automatically fail your flat check to end the persistent damage and you can immediately Recall Knowledge as a free action to recall information related to the source of the persistent damage. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can't use them with this action.

TELEPATHIC CONDUIT FEAT 5

SHIRREN

Prerequisites limited telepathy

When you use limited telepathy to communicate with another creature, the creature can give you a brief response as a reaction, or as a free action at the beginning of their next turn.

9TH LEVEL

BASIC INSECTILE FLIGHT FEAT 9

SHIRREN

Some shirrens are born with wings, but others grow them later. You evolve a pair of insectile wings that grant you a fly Speed of 20 feet. In addition, when you fall, you take no falling damage.

Special If you're a winged shirren, you either grow a second set of wings or your existing wings morph into a stronger set of wings, increasing your fly Speed to 25 feet.

PSYCHIC MASTER FEAT 9

SHIRREN

Prerequisites Psychic Talent

Your psychic abilities have grown stronger. Choose one common 2nd-rank spell from the occult spell list. You can cast that spell as an occult innate spell once per day.

13TH LEVEL

CONSISTENT COMMUNALISM FEAT 13

SHIRREN

Prerequisites Communalism

You're always ready to help your allies when they need you the most. You can use Communalism once per hour, rather than once per day.

LINGUISTIC MASTER FEAT 13

UNCOMMON SHIRREN

Your mastery of language reaches supernatural levels. You can cast *truespeech* as a 5th-rank occult innate spell once per day on yourself only. You gain a +1 status bonus to Diplomacy checks for the duration of the spell when speaking to creatures with whom you already shared a language before Casting the Spell.

UNCONVENTIONAL EXPERTISE FEAT 13

SHIRREN

Prerequisites Unconventional Weaponry

You've continued to advance your powers using your unconventional weapon. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the weapon you chose for Unconventional Weaponry.

17TH LEVEL

SCATTER THOUGHTS ⤾ FEAT 17

SHIRREN

Frequency once per day

Trigger You're targeted by a mental effect.

You can shield your mind by using similar techniques that your ancestors once mastered to escape the Swarm. You block the intruding effect by scattering your thoughts, making you immune to the triggering mental effect for the next minute.

SWARM EVOLUTION FEAT 17

SHIRREN

Prerequisites Swarm exile shirren heritage

Whether gradual or in an instant burst of glorious evolution, you've metamorphosed into a powerful Swarm-like creature. You gain a +2 status bonus to saves against fear, and you gain acid resistance equal to half your level. You can cast *mask of terror* as a 7th-rank primal innate spell once per day.

SKITTERMANDER

Skittermanders are energetic, six-armed humanoids with brightly colored fur. Skittermanders accomplish tasks with chaotic enthusiasm and typically enjoy teamwork, defying even their would-be conquerors through collaboration.

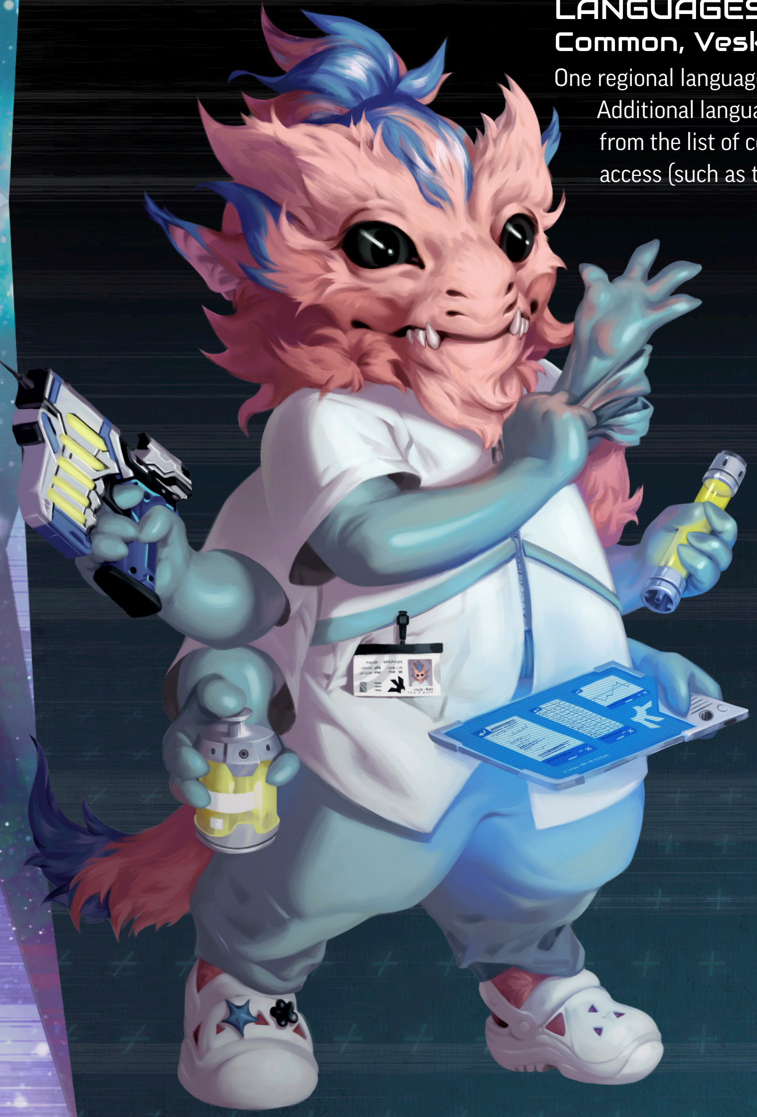
6 HP

SIZE: SMALL
SPEED: 25 FEET

ATTRIBUTE BOOSTS
Charisma
Dexterity
Free

ATTRIBUTE FLAW
Wisdom

LANGUAGES
Common, Vesk
One regional language of your choice
Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).



TRAITS
HUMANOID | SKITTERMANDER

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

SIX-ARMED

You have six arms, which allows you to wield and hold up to six hands' worth of weapons and equipment. At any time, one pair of hands is designated as your active hands. You can change this designation from one pair of hands to another by taking the Switch Hands action, which is a single action. You can wield items only with your active hands. For more information on playing characters with more than two hands, see page 254.

YOU MIGHT...

- Love to help others, perhaps even prioritizing their needs over your own or feeling anxiety when you can't offer assistance.
- Enjoy exploring new places and meeting nufriends.
- Wear your heart on allsix of your sleeves.

OTHERS PROBABLY...

- Are in awe of your boundless energy, enthusiasm, and positivity (or another emotion you express most often).
- Expect you to want to help them and act surprised if you don't.
- Assume you're flighty or unreliable and that you don't take yourself seriously.

Skittermanders are the original inhabitants of Oeddertchonk, a planet that the Veskarium invaded long before the Gap and is more commonly known today as Vesk-3. Colorful in both appearance and personality, skittermanders are generally energetic and altruistic.

Most skittermanders quickly form new friendships, typically enjoy staying busy, and seek collaboration. Skittermanders are traditionally raised to always lend "allsix" hands to help a friend or stranger. Because of these values, they have a reputation throughout the galaxy for their compassion and selflessness that not every skittermander lives up to. Even the most altruistic skittermanders might be curious and nosy or insert themselves into others' business and problems as though they belong there.

If you want to play a character who's friendly and emotional and who enjoys helping others, you should play a skittermander.

PHYSICAL DESCRIPTION

Skittermanders are short and rotund, with big eyes and wide mouths lined with sharp teeth. They have six arms, leading to their use of the slang term allsix for giving one's best effort. A skittermander's body is covered in colorful fur, most commonly in bright shades of blue, green, purple, or red. Skittermanders are mammals who begin life in a non-sapient larval stage called a whelp. Skitterwhelps look like miniature skittermanders, save that they scrabble around on all eight limbs, have bigger ears, and have a secondary, tubelike mouth that sprouts from their abdomen. Skitterwhelps don't do much more than eat after birth, devouring fruits, seeds, leaves, raw meat, and any other source of nutrients they can cram into their mouths, hopefully with parental guidance. A skitterwhelp's stomach-mouth can attach to large prey and secretes numbing saliva, enabling them to cling to large animals and feed on them over time like a furry leech. Skitterwhelps mature into skittermanders around the age of six, when their stomach-mouths detach. Most retain their large and undiscerning appetite throughout their lives.

SOCIETY

Skittermander societies don't create governments, laws, or rules, yet residents naturally help each other, forming free-form independent communities or joining neighboring societies. Communities are tight-knit and welcoming, and individuals tend to be friendly, sociable, and engaged. Skittermanders are often talkative, only abstaining from constant group conversation while focused on a particularly challenging task or while sleeping. Upon encountering a focused, silent skittermander, other skittermanders often fall silent in turn to help them concentrate, respectful of the hush that's overtaken their fellow.

It's said that the Veskarium effortlessly conquered the skittermander home world of Oeddertchonk. When the skittermander residents realized their vesk visitors wanted to occupy their world, they "helped" by simply being elsewhere. Oeddertchonk is simultaneously an occupied outpost of the Veskarium and made up of entirely independent sovereign communities. The skittermanders help the Veskarium when they feel like it but don't acknowledge Veskarium leadership or governance. Because skittermanders don't engage in military resistance, the Veskarium happily tolerates the arrangement.

A skittermander adds to their name as they age and pass certain milestones. A name begins very short, usually no more than one syllable. New syllables are added with the passing of time or whenever the skittermander feels like commemorating an important event. Added syllables are often repetitive, and many skittermanders adopt parts of other foreign names (notably Vesk) into their own.

Sample Names: Ayoka, Baazo, Bixby, Dakoyo, Fipzul, Gazigaz, Jomp, Kayoko, Kimikim, Mimzy, Nako, Prismacora, Quonx, Rudfuz, Sprax, Timinim, Tipps, Tonkona, Viverivim

BELIEFS

Skittermanders care little for organized religion, instead passing on their beliefs and values through stories, songs, and art. Many consider themselves atheist.

Popular Edicts be kind, help others, respect and nurture living beings

Popular Anathema cause intentional harm without reason, pollute the environment, refuse to help someone in dire need

SKITTERMANDER HERITAGES

A skittermander's heritage is influenced by the environment they grew up in or the climate they adapted to. Choose one of the following skittermander heritages at 1st level.

EVERWHELP SKITTERMANDER

Despite being a full-grown adult, you've retained your stomach-mouth—either through a quirk of evolution, purposeful genetic manipulation, or a biotech augmentation. You gain a jaws unarmed attack that deals 1d6 piercing damage, is in the brawling group, and has the finesse, skittermander, and unarmed traits.

GADRAVEECH SKITTERMANDER

You grew up in the subterranean realm of Gadraveech, or a similar dangerous underground environment. You have wispy, pale-colored fur, a slender build, and large, luminous eyes. You gain darkvision.

SCRABBLER SKITTERMANDER

You never mastered coordinating all six of your arms for manual manipulation, instead using the lowest two limbs for the extra mobility, balance, and stabilization of a natural climber. You have four arms (rather than six) and four legs (rather than two). You gain a climb Speed equal to your base land Speed and can climb using your feet, leaving your four arms free.

SKITTER RAISED

You've spent your life as part of a tight-knit community, where teamwork makes the dream work and crowds are giant group hugs waiting to happen. You gain the Group Impression skill feat. In addition, you gain a +2 circumstance bonus to checks to Aid an ally at skill checks that don't have the attack trait.

SKITTERMANDER ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a skittermander, you choose from among the following ancestry feats.

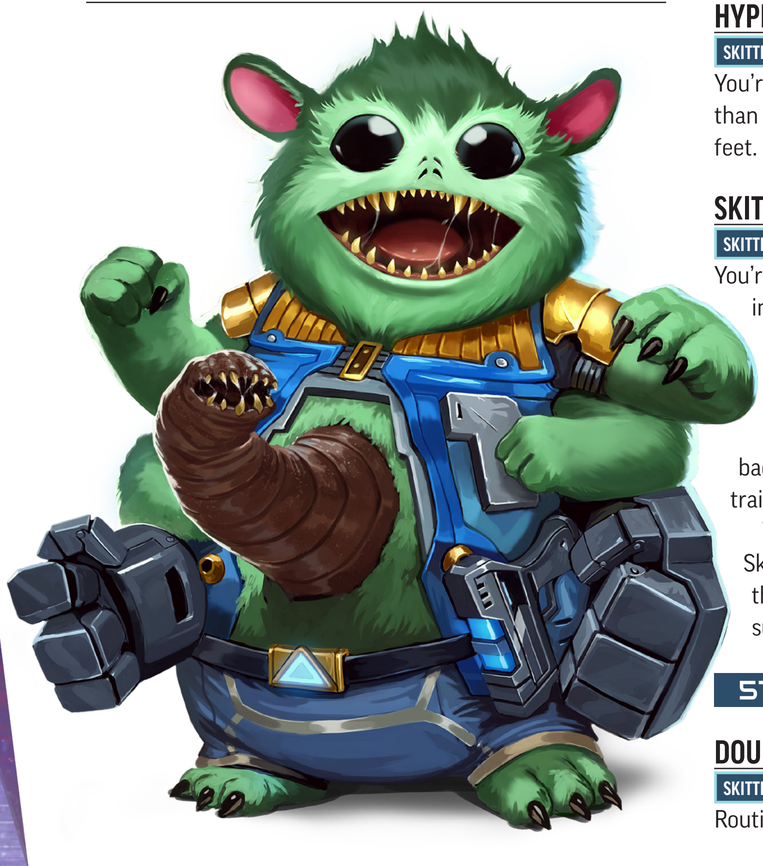
1ST LEVEL

CLINGING BITE — FEAT 1

SKITTERMANDER

Prerequisites everwhelp skittermander heritage

You have excellent control over your stomach-mouth. Your jaws unarmed attack gains the grapple trait. When you critically hit with your jaws attack, you can use your next action to attempt to Grapple that creature with your jaws or automatically extend the grabbed condition on a creature you're restraining with your jaws. This attempt neither applies nor counts toward your multiple attack penalty.



DAUNTLESS — FEAT 1

SKITTERMANDER

You're rarely discouraged or afraid. You gain a +1 circumstance bonus to saves against fear and to your Will DC against attempts to Demoralize you. If you get a success on a save against a fear effect, you get a critical success instead.

FIXATION — FEAT 1

SKITTERMANDER

You're fascinated with a particular topic, such as the religion of a small sect of worshippers, the process of spaghettification, or the songs sung by asterays. You gain the Additional Lore feat and the Assurance feat for the chosen Lore.

HUG MASTER — FEAT 1

SKITTERMANDER

A good, solid hug makes everything better, and you're bringing hugs to the battlefield. You gain the Titan Wrestler skill feat. Additionally, you gain a +1 circumstance bonus to Athletics checks to Grapple and to your Fortitude DC to avoid being Grappled.

HYPER — FEAT 1

SKITTERMANDER

You're full of energy, and you often bound into action faster than your friends can keep up. Your Speed increases by 5 feet.

SKITTERMANDER LORE — FEAT 1

SKITTERMANDER

You're gregarious and friendly but also passionately interested in the history of your people, going out of your way to learn traditional stories and unearth lost secrets. You gain the trained proficiency rank in Diplomacy and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Skittermander Lore, and you learn Morandomandranan, the original skittermander language that has long been suppressed by the Veskarium.

5TH LEVEL

DOUBLE DRAW ◆ — FEAT 5

SKITTERMANDER

Routine use of your arms allows you to quickly move held equipment around. You Interact twice to draw stow, or swap items you have up to twice.

HELPING HAND ◇ FEAT 5

SKITTERMANDER

Frequency once every 10 minutes

In the blink of an eye, you ready yourself to help your ally with a task. This counts as preparing to help an ally for the purposes of using the Aid reaction. You must still explain to the GM exactly how you're helping.

LUCKY IMPROVISER FEAT 5

SKITTERMANDER

You're a master improviser with a bit of talent at everything—even if you have no idea what you're doing. You gain the Untrained Improvisation general feat. In addition, you gain the Beginner's Luck action.

Beginner's Luck ◇ (fortune) **Frequency** once per day; **Trigger** You fail a skill check using a skill that you're untrained in; **Effect** Reroll the triggering check and use the better result.

9TH LEVEL

ALL HANDS ON DECK ◇ FEAT 9

SKITTERMANDER

Frequency once every 10 minutes

Until the beginning of your next turn, you count two additional pairs of hands as your active hands. At the beginning of your next turn, choose which set of active hands remains your active hands.

HUSH ◆◆ FEAT 9

CONCENTRATE SKITTERMANDER

Frequency once per day

You fall utterly silent and focus strenuously on a problem at hand. You attempt to Recall Knowledge with a +2 circumstance bonus to the skill check. If you would get a critical failure, you get a failure instead, and if you would get a success, you get a critical success instead.

SECRETE NUMBING SALIVA ◆◆ FEAT 9

SKITTERMANDER

Prerequisites everwhelp skittermander heritage

Frequency once per hour

Requirements Your last action was a successful Strike with your stomach-mouth jaws unarmed attack.

Your stomach-mouth secretes numbing saliva into your target, exposing them to the poison.

Numbing Saliva (injury, poison) **Saving Throw** Fortitude (the higher of your class or spell DC); **Maximum Duration** 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and suppressed (1 round); **Stage 3** clumsy 2 and suppressed (1 round)

ZOOMIES ◆◆ FEAT 9

SKITTERMANDER

Prerequisites Hyper

Frequency once per day

You unleash your pent up energy in a flurry of unpredictable motion. You gain the quickened condition for 4 rounds. You can use the extra action each round only to Stride.

13TH LEVEL

CHATTERMANDER FEAT 13

SKITTERMANDER

You never let the inability to communicate stop you from chatting with nufriends! You gain *speak with animals* as a 2nd-rank primal innate spell, and *speak with plants* and *translate* as 3rd-rank primal innate spells. You can cast each of these primal innate spells once per day.

OPPORTUNISTIC HUG ⤾ FEAT 13

SKITTERMANDER

Trigger A creature critically fails a melee Strike against you.

Requirements The triggering creature is within your reach, you have at least one free active hand, and your target is no more than one size larger than you.

You seize the opportunity to give your foe a big hug to help them feel better or calm down. You attempt an Athletics check to Grapple the triggering creature.

Special If you have the Titan Wrestler skill feat, you can use Opportunistic Hug against creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

SUPERSONIC SPEED FEAT 13

SKITTERMANDER

Prerequisites Zoomies

You move incredibly fast, becoming a colorful blur of erratic motion. When you Stride while quickened from Zoomies, you gain concealment until the start of your next turn. As usual for concealment involving an obvious visual manifestation, you can't use this concealment to Hide.

17TH LEVEL

ALLSIX ◆◆ FEAT 17

FORTUNE SKITTERMANDER

Frequency once per day

Requirements You aren't holding any items except in your active hands.

You put forth your best effort and focus everything you've got on the task at hand, putting allsix of your hands (three of your sets of arms) into it! The next time you roll an attack roll or skill check, roll it three times and use the highest result.

BOUNDLESS ENERGY FEAT 17

SKITTERMANDER

Prerequisites Zoomies

Your wells of energy are unending, and your exuberance can't be contained. You can use Zoomies once every hour, rather than once per day.

VESK

Vesk are a warmongering, reptilian people who conquered the eight worlds in their solar system shortly after they developed spaceflight, forming the Veskarium empire. Vesk tend to embrace conflict and respect strength and military might.

10 HP

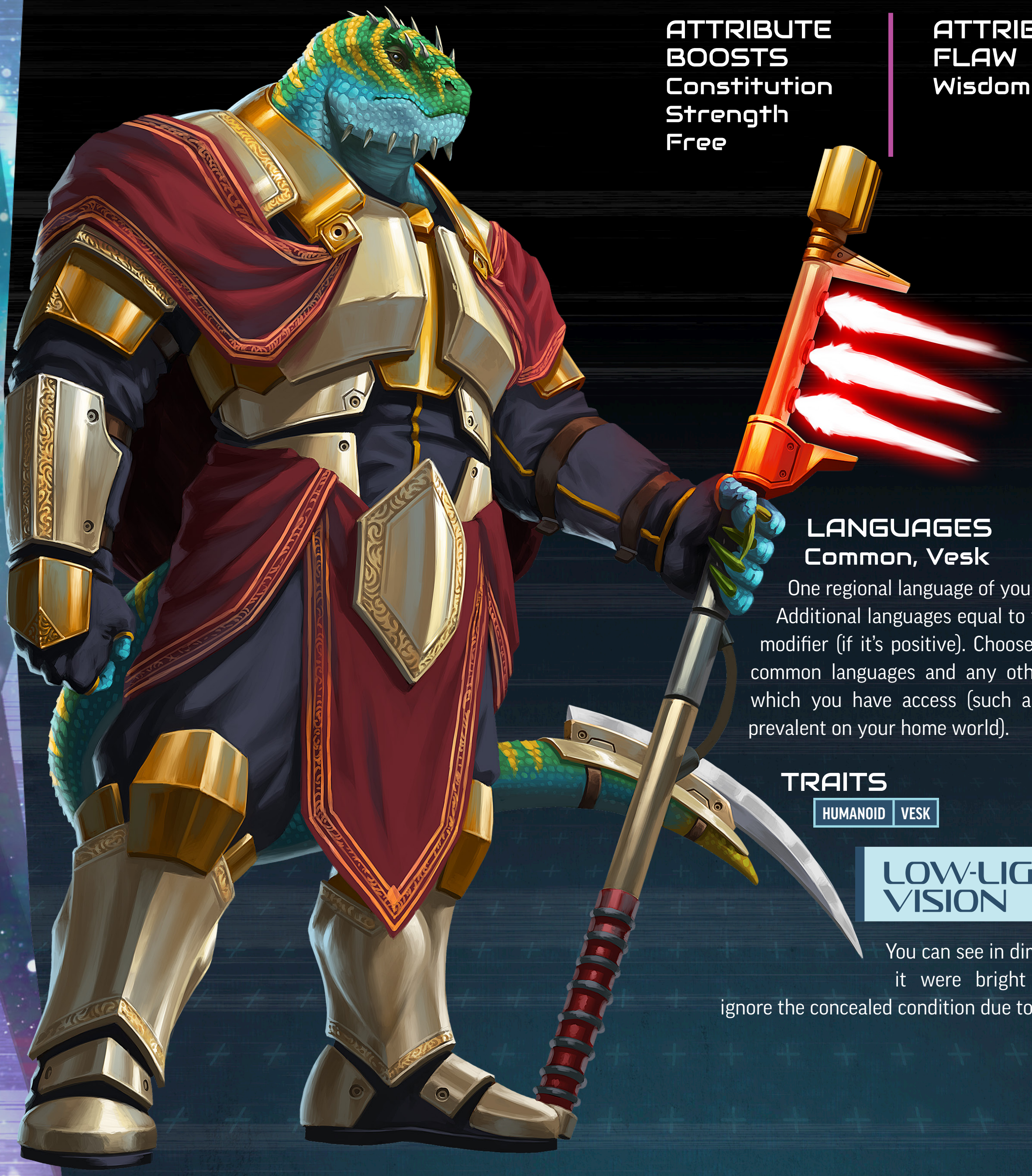
SIZE: MEDIUM
SPEED: 20 FEET

ATTRIBUTE BOOSTS

Constitution
Strength
Free

ATTRIBUTE FLAW

Wisdom



LANGUAGES

Common, Vesk

One regional language of your choice

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

HUMANOID | VESK

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

YOU MIGHT...

- Relish the chance to prove yourself in combat against worthy opponents.
- Have a strong sense of duty and honor.
- Surprise your companions with tenderness and emotional outbursts in private.

OTHERS PROBABLY...

- Respect and fear your brutal reputation but appreciate your strength as an ally.
- Mistake your stoicism for heartlessness.
- Fear facing you in battle.

Vesk have a long history of conflict, first as conquerors within their own star system and later clashing with neighboring stellar powers such as the Pact Worlds and the Swarm. Currently, the Veskarium is at war with the Azlanti Star Empire. Conflict permeates most aspects of vesk cultures, creating powerful militaristic empires devoted to the bloody worship of their warrior god Damoritosh. Their brutal history and militaristic values shape vesk, who often embrace conflict and value strength, duty, and a personal code of honor. Individual vesk are just as likely to apply these cultural values to other aspects of life besides battle, notably in business and sport, and some vesk might abandon or oppose the ruthless values enforced by the rulers of their home worlds entirely. It's up to each vesk to claim their role as a conqueror or a collaborator—or something else entirely.

If you want a character who's duty bound, brave, and stoic, you should play a vesk.

PHYSICAL DESCRIPTION

Vesk stand up to 7 feet tall, are generally muscular, and are covered in tough, scaly skin. Spiky horns grow from their skulls and form bony "beards" along their jaws that sometimes extend down their spines to their powerful tails. Vesk scales are generally shades of green but can also display vibrant, mottled coloration that's sometimes considered an indicator of health and attractiveness.

Vesk adopted tech weapons early in their history but retain the brutal claws and teeth of natural predators. They take great care in grooming and painting their scales and claws to showcase their personal style and intimidate others.

SOCIETY

Vesk society is highly organized and militaristic. Vesk first dwelled on a single planet but quickly spread to other worlds in their system. Today, the name for these conquered worlds is the Veskarium, with each given a number to mark their distance from the sun and order of conquest (such as Vesk-3 or Vesk-8). Vesk Prime, the vesk ancestral home, is the seat of Veskarium government and the heart of their culture.

Vesk names typically combine elements of their parents' names as well as those of other prominent ancestors. Companions often shorten these names for casual use, but doing so without permission is a grave insult. Some vesk take on epithets that signify their victories in combat, such as "Three Guns," "Voidwalker," or "Squadeater."

Sample Names: Abazobari, Ahadigar, Asthonad, Dotralan, Evdokayo, Julukesh, Katara, Obozaya, Oromeras, Radokama, Sarangari, Sobok, Terikoraz, Vindasorn, Yuluzak

BELIEFS

Most vesk in the Veskarium venerate Damoritosh the Conqueror, god of duty and war, and his army of battle saints. In life, the saints were mortal paragons who embodied vesk cultural values and attained divinity after earning Damoritosh's blessing; now they're worshipped alongside their deity. A typical vesk faces all of life's struggles armed with ideals of personal honor and strength, recognizing that not all conflicts occur on the battlefield. Many vesk find comfort in rigid systems of law, while others hold their personal sense of morality above all else—in either case, most vesk don't hesitate to fight for what they believe is right. Even while fighting, most vesk apply a code to their actions, and conflicts within the Veskarium tend to be as disciplined as they are violent, stretching to accommodate opposing sides following the prescribed order of war. A typical vesk always respects their opponent and shuns cowardly tactics, such as executing prisoners or harming civilians.

Popular Edicts battle honorably, keep private emotions in check, never show weakness to enemies

Popular Anathema betray an ally, give up the fight

VESK HERITAGES

Vesk lineages were shaped by the worlds they inhabited and battled over. Choose one of the following vesk heritages at 1st level.

BRISKWANDER VESK

You come from a line of vesk who were constantly on the move. Your Speed increases by 5 feet.

NIGHTSTALKER VESK

You've adapted to live in darkness, perhaps due to living underground, in dim starship corridors, under smoke-shrouded skies, or on a planet far from its sun. You gain darkvision.

PLATED VESK

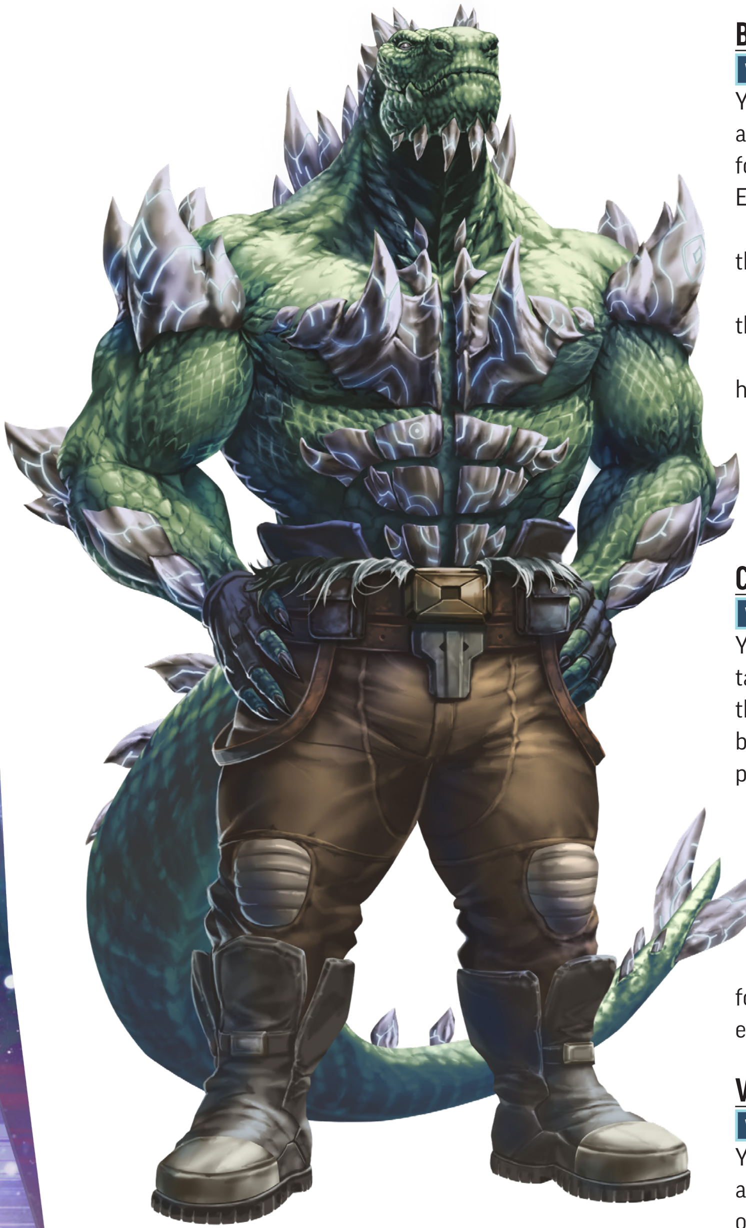
Your ancestors were the hardiest specimens of vesk, having traveled far and wide while enduring hostile environments. Your scales count as medium armor in the plate armor group. They grant a +3 item bonus to AC, have a Dex cap of +1, a check penalty of –2, and a Strength threshold of +3, and have the comfort and exposed traits. This item bonus increases to +4 at 5th level. You can wear a flight suit, but you can't wear other armor. You can etch armor runes (see page 226 of *Pathfinder GM Core*) onto your scales, but you can't install armor upgrades.

VENOMTHOUGHT VESK

You're one of the notable vesk born with psychic talents. According to folklore, your lineage originated with an ancient cave-dwelling society on Vesk Prime who modified themselves with occult rituals, which granted them "venomous thoughts" that could manifest in any future progeny. You can cast *daze* as an occult innate cantrip at will. A cantrip is heightened to a spell rank equal to half your level rounded up. You gain a +1 circumstance bonus to Occultism checks to Recall Knowledge about psychic traditions and philosophies.

WARBLOOD VESK

You come from a bloodline of renowned and honored warriors who have honed their bodies over centuries to become lethal weapons. You gain the Brutal Anatomy ancestry feat twice.



VESK ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a vesk, you choose from among the following ancestry feats.

1ST LEVEL

ARMOR ACE FEAT 1

VESK

You've learned through trial and painful error how to make the most out of your armor, deflecting damage from explosions and similar effects. When donning armor, you can grant it the bulwark trait until you remove it. When you're wearing armor that already has the bulwark trait, increase the modifier to Reflex saves to avoid damaging effects granted by that armor to +4, rather than +3.

BRUTAL ANATOMY FEAT 1

VESK

You're a natural predator trained to use part of your body as a weapon. When you select this feat, you gain one of the following unarmed attacks of your choice: claw, jaws, or tail. Each of these attacks is in the brawling weapon group.

A claw unarmed attack deals 1d6 slashing damage and has the agile, finesse, unarmed, and vesk traits.

A jaws unarmed attack deals 1d6 piercing damage and has the grapple, unarmed, and vesk traits.

A tail unarmed attack deals 1d6 bludgeoning damage and has the sweep, trip, unarmed, and vesk traits.

At 5th level, whenever you get a critical hit with one of these attacks, you get its critical specialization effect.

Special You can take this feat three times. Each time you do, select a different attack from the options listed above.

COMMAND TACTICS FEAT 1

VESK

You're a skilled leader. Whenever an ally selects you as the target of their attempts to Follow the Expert, you increase the circumstance bonus they receive to their skill check by an additional +1, or an additional +2 if you have master proficiency or higher (for a total of +3 for expert, +5 for master, and +6 for legendary).

FEARLESS FEAT 1

VESK

Whether it comes from a sense of duty or a desire to succeed, you rarely flinch when confronted by fearsome foes. If you roll a success on a saving throw against a fear effect, you get a critical success instead.

VESK WEAPON FAMILIARITY FEAT 1

VESK

You're trained with all doshkos. In addition, you gain access to all uncommon weapons with the vesk trait. For the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

5TH LEVEL

BLOOD SENSE FEAT 5

VESK

You have a keen sense of smell and are capable of detecting bloody wounds at a distance. You gain blood sense as an imprecise sense with a range of 30 feet. This means you can use your sense of smell to determine the exact location of a living creature who isn't at its full Hit Points. Creatures that don't have blood, such as oozes and most constructs, can't be detected with your blood sense.

MENACING SNARL ◇ FEAT 5

AUDITORY VESK

Frequency once per hour

Trigger You frighten a creature.

You snarl, hiss, shout, or otherwise verbally menace the triggering creature as you frighten them. Increase the value of the frightened condition by 1.

TERRIFYING BRAVADO ⤾ FEAT 5

VESK

Trigger You critically succeed on a save against a fear effect whose source was a creature, or a creature fails or critically fails an Intimidation check to Demoralize you.

You laugh at your enemy's failed attempts to bully you, turning the tables on your foe with a display of terrifying bravado. You attempt an Intimidation check to Demoralize the triggering creature.

9TH LEVEL

EAGER COMBATANT ◇ FEAT 9

TRAVERSAL VESK

Trigger You roll Athletics or Intimidation for initiative.

You eagerly stride into battle, giving no thought to the consequences. You Stride in a straight line directly toward an enemy.

OPENING ROAR FEAT 9

VESK

Prerequisites expert in Intimidation

At the start of a combat encounter, if you are aware of your foes and aren't attempting to Sneak or Hide, you can roll an Intimidation check for your initiative and can use the result to Demoralize one observed foe.

PLATED DEFLECTION FEAT 9

VESK

Prerequisites plated vesk heritage or Armor Ace

You've mastered using your own plate scales or worn armor to absorb devastating strikes. You gain the Plate Deflection reaction.

Plate Deflection ⤾ **Frequency** once per day; **Trigger** You're struck by a critical hit; **Effect** You deflect the attack to a heavily armored part of your body. You don't take double damage from the critical hit but still take other effects.

13TH LEVEL

ADVANTAGEOUS ASSAULT FEAT 13

VESK

When your foe is weak, you press on. When you successfully Strike a creature that has the frightened or persistent bleed condition with a melee or ranged weapon, you gain a circumstance bonus to the damage roll equal to the number of weapon damage dice of the weapon used for the Strike.

DAMORITOSH'S CLAW ◆ FEAT 5

VESK

Prerequisites focus pool

Frequency once per day

Requirements You're engaged in combat.

You pray to Damoritosh (or a battle saint) for a blessing in the heat of battle—and he answers. You regain 1 Focus Point, up to your usual maximum.

OVERCOME SHAME ◇ FEAT 13

FORTUNE VESK

Frequency once per 10 minutes

Trigger You critically fail a Strike against an enemy.

You clear your mind of distractions and focus on your foe, determined to overcome the shame of your failure lest it forever blemish your reputation. The next time before the end of your turn that you attempt a Strike with the same weapon and target as the triggering attack, you roll the attack roll twice and use the higher result. If the attack misses, you're overwhelmed with shame, becoming off-guard until the end of your next turn.

17TH LEVEL

BATTLE SAINT FEAT 17

VESK

You have ascended to the rank of living battle saint and are on a path to become a true divine servant of Damoritosh when you meet him in the afterlife. You can cast *blessed boundary* and *divine decree* as 7th-rank divine innate spells once per day each.

BOLSTERED BY BATTLE ◇ FEAT 17

VESK

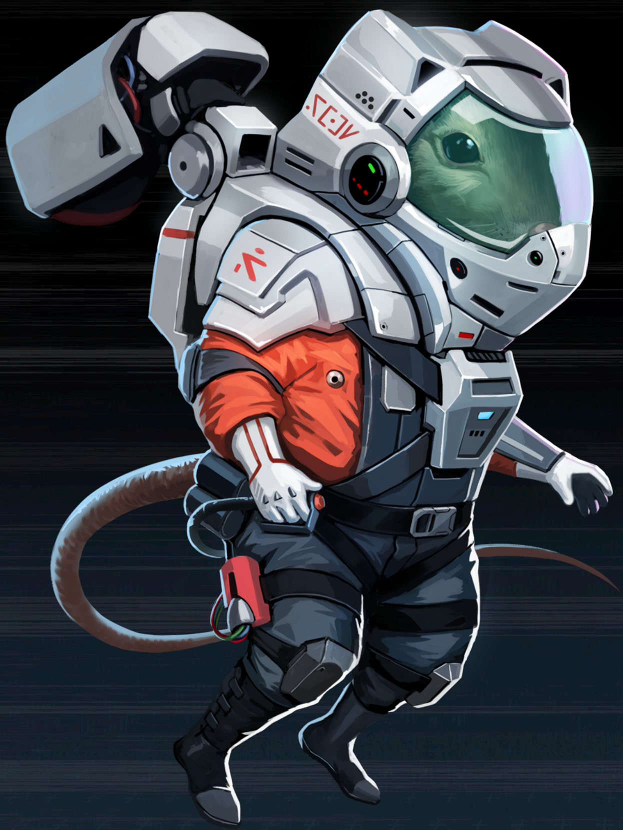
Frequency once per hour

Trigger You deal the killing blow to an enemy.

You don't just fight because you have to; the threat of battle and the thrill of victory invigorate you. You gain a number of temporary Hit Points equal to your level. These temporary Hit Points last for 1 minute or until the encounter ends, whichever comes first.

YSOKI

Once known as ratfolk, ysoki are clever and flexible. With roots on countless worlds, ysoki work alongside larger species, helping to establish communities and accomplish tough tasks. From the largest of crowds to the tightest of tunnels, a ysoki always knows how to find their way.



6 HP

SIZE: SMALL
SPEED: 25 FEET

ATTRIBUTE BOOSTS
Dexterity
Intelligence
Free

ATTRIBUTE FLAW
Strength

LANGUAGES

Akitonian, Common, Ysoki

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

HUMANOID | YSOKI

LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

SHARP TEETH

Your prominent incisors offer an alternative to the fists other humanoids bring to a fight. You have a jaws unarmed attack that deals 1d4 piercing damage, is in the brawling group, and has the agile and finesse traits.

YOU MIGHT...

- Keep in touch with a large extended family scattered throughout the stars, with a cousin to visit in every port.
- Collect and tinker with gadgets encountered in your travels, even your own cybernetic augmentations.
- Adopt your coworkers and friends into your family.

OTHERS PROBABLY...

- Assume you're disorganized and messy until they learn your habits.
- Value your skills with technology but wish you reassembled things as often as you took them apart.
- Depend on you to stick up for others and always get the job done.

Ysoki populations thrived on Akiton, lost Golarion, and several other worlds for millennia before spaceflight accelerated cultural exchange in the Pact System. The question of whether these ethnicities share common ancestors or were examples of convergent evolution isn't important to most ysoki. Often gregarious, ysoki embrace far-flung "cousins" regardless of differences in appearance and heredity.

Most ysoki love technology and travel, even gravitating toward professions that others find unpleasant. Ysoki often work as junkers, long-haul starship crew members, or mechanics squeezing through cramped station corridors, so sure of their own worth that living and working in subpar conditions is often a source of pride rather than shame.

If you want a character who's adventurous, confident, and curious, you should play a ysoki.

PHYSICAL DESCRIPTION

Ysoki have whiskered snouts, large ears, and hairless tails, with red or black eyes and fur colors typically in shades of black, brown, gray, and white. Ysoki appearances vary considerably, even within a family unit. Many ysoki have prehensile tails that help balance and maneuvering in zero gravity as well as keen noses that can identify complex chemicals by smell.

Ysoki instinctually maintain cleanliness through personal grooming and reinforce these habits throughout their strong social structures. Many ysoki use cosmetics to spice up their looks and favor cybernetic augmentations, often installed at a cousin's bustling street clinic. Ysoki enjoy expressing their personality through fashion, layering clothing items and accessories into a jumbled fusion. Regardless of attire or profession, ysoki value preparedness and ingenuity, rarely leaving home without a few useful tools and supplies stuffed into a backpack, purse, tool belt, or cheek pouch.

SOCIETY

Ysoki culture values life over credits, framing work as another communal activity to enjoy. Ysoki communities are tight-knit and welcoming, always eager to share a meal or swap spare parts with strangers who don't look down on them. Many ysoki adults enjoy distance correspondences with dozens of friends and relatives, reuniting for rowdy celebrations whenever circumstance brings them back together. Others never leave their homes, serving as pillars of their community and curating collections of junk and stories for generations of grandchildren.

Nicknames are often as important to ysoki as their given names, and they enjoy giving their friends and family monikers based on their appearance or personality, such as "Snack," "Dot," "Sparks," or "Boom-Boom." Many ysoki family names incorporate their ships or home settlements.

Sample Names: Bena, Coponisa, Cors, Datch, Fitch, Goba, Kib, Lolo, Niknak, Quig, Resk, Sim, Twik

BELIEFS

Ysoki care more about their family than abstract moral concepts, and most ysoki follow their community's strict social codes even if they break civil laws. Community is important to all ysoki, and they're likely to respect other cultures' social expectations even when they don't agree.

Popular Edicts maintain good personal hygiene, put your community's needs above your own, stay in touch with friends, take care of your family

Popular Anathema throw away something that might be useful later

YSOKI HERITAGES

Ysoki adapt to almost any environment throughout the galaxy. Some ysoki put down roots on different worlds or live entirely on board generation ships that sail the stars. Choose one of the following ysoki heritages at 1st level.

AKITONIAN YSOKI

You or your ancestors grew up on Akiton, scrapping crashed starships or combing junk heaps for treasures. You gain the trained proficiency rank in Crafting and can use Crafting instead of Thievery to Disable a Device. If you're already trained in Crafting, you instead gain the Quick Repair general feat.

DEEP YSOKI

You're accustomed to living in dark places, such as maintenance shafts, asteroids, and on distant moons and planetoids far from the sun. You gain darkvision.

LONGSNOUT YSOKI

The long snouts that run in your family give you a keener sense of smell than most ysoki. You gain imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine a creature's location. The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Perception checks to Seek a creature or object within the range of your scent.

RATFOLK

Ysoki are sometimes referred to as ratfolk by other ancestries and use the ratfolk trait. This was especially true in the distant past. In Starfinder, individuals of this ancestry are more commonly known by their proper ancestral name and use the ysoki trait. Treat the ratfolk trait as the ysoki trait for the purposes of using Pathfinder ratfolk options in Starfinder games.

SHIPBORN YSOKI

You were born aboard a starship, inside a space station's access corridors, or another similar environment. You gain the trained proficiency rank in Piloting. If you would automatically become trained in Piloting (from your background or class, for example), you become trained in another skill of your choice. If you get a success on a Piloting check to Navigate or Plot Course, you get a critical success instead.

You've adapted to maneuvering in close quarters. You gain a +1 circumstance bonus to Acrobatics checks to Tumble Through the spaces of Medium or larger enemies, and the presence of an enemy doesn't make the squares difficult terrain.

TUNNEL YSOKI

Your incredibly small bones allow you to easily compress your body and squeeze through gaps, whether it's the space between walls to reach a severed data cable or the ductwork of a space station. You gain the Quick Squeeze feat, even if you aren't trained in Acrobatics. Tight spaces not tight enough to require the Squeeze action aren't difficult terrain for you.

YSOKI ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a ysoki, you select from among the following ancestry feats.

1ST LEVEL

CHEEK POUCHES FEAT 1

YSOKI

Your cheeks are stretchy, and you can store up to four items of light Bulk or less in these cheek pouches. None of these items can have a dimension longer than 1 foot. As long as you have at least one item in your cheek pouches, your speech is noticeably difficult to understand. Placing an item in your cheek pouch or retrieving one is an Interact action. You can empty your mouth with a single action, causing everything you had stored in your cheek pouches to fall to the ground in your square.

GRANDMOTHER'S LORE FEAT 1

YSOKI

You follow Lao Shu Po's teachings and aren't afraid to lie, cheat, or steal to get what you desire. Thanks to your extra devotion, you gain the trained proficiency rank in Deception and Thievery. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You gain the Additional Lore general feat for Lao Shu Po Lore.

NIMBLE TAIL FEAT 1

YSOKI

You have an incredibly nimble tail that helps you balance in zero gravity; this could be a hereditary gift from your ancestors as they adapted to spaceflight or the result of personal augmentation. You can use your tail to Push Off while in zero-g without needing a free hand. In addition, you ignore the clumsy and off-guard penalties while untethered in zero gravity.

TINKERING FINGERS FEAT 1

YSOKI

You grew up learning to tinker with devices, repair objects, and take things apart. You're trained in Crafting. If you're trained in Crafting from another source (from your background or class, for example), you instead become trained in a skill of your choice. You can Repair an item without using a repair toolkit without taking the –2 circumstance penalty, improvising tools from whatever you have at hand. You gain a +1 circumstance bonus to Crafting checks to Repair an item when you have a repair toolkit.

YSOKI LORE FEAT 1

YSOKI

Years of experience living among ysoki communities have trained your nimble steps and sneaky moves. You gain the trained proficiency rank in Acrobatics and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Ysoki Lore.

5TH LEVEL

CORNERED FURY FEAT 5

YSOKI

When you're physically outmatched, you fight with unexpected ferocity. If a foe of a larger size than you critically hits and damages you, that foe is off-guard to you for 1 round.

PREHENSILE TAIL FEAT 5

YSOKI

Your tail functions like an extra limb. You can hold one extra hand's worth of equipment with your tail, and you can use your tail to perform Interact actions. You tail is considered one pair of hands for the purposes of designating your active hands with the Switch Hands action.

QUICK STOW ◇ FEAT 5

YSOKI

Prerequisites Cheek Pouches

Frequency once per round

You're trained in the trick of quickly moving items into your cheek pouches. You Interact to store one held item in your cheek pouches (provided it fits).

9TH LEVEL

BIG MOUTH FEAT 9

YSOKI

Prerequisites Cheek Pouches

Your cheek pouches are especially large and stretchy. Instead of storing up to four items of light Bulk in your cheek pouches, you can store up to 1 Bulk worth of items. The maximum size of a given item is unchanged.

OVERCROWD FEAT 9

YSOKI

You can pack into tight spaces with other small creatures. As long as you're Small, you can end your movement in the same square as a Small ally. Only two creatures total can share the same space when using this ability or a similar one.

UNDERFOOT FEAT 9

YSOKI

Prerequisites shipborn ysoki or tunnel ysoki heritage

You use your size against larger foes, quickly moving around them to avoid notice or stay out of reach. As long as you're Small, you can end a successful Tumble Through action in a Medium or larger enemy's space. The enemy must have appropriate limbs or otherwise leave you enough room for this maneuver, as determined by the GM. You couldn't, for example, occupy the space of an ooze that matches the full dimensions of the square. While you occupy an enemy's space, that enemy is off-guard to you.

13TH LEVEL

EXPLOSIVE SURPRISE FEAT 13

YSOKI

Prerequisites Cheek Pouches

You've mastered the infamous ysoki martial art of spitting a live grenade from your mouth. It takes 10 minutes to safely prepare a grenade and store it in your cheek pouch. As a single action, you can draw and throw this specially prepared grenade using your mouth. You don't need a free hand to do so.

SKULKING STRIKE ↩ FEAT 13

YSOKI

Prerequisites Underfoot

Trigger An enemy occupying the same space as you uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You launch a surprise attack from below. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

17TH LEVEL

GRANDMOTHER'S FAVORITE FEAT 17

YSOKI

Your steadfast faith in Grandmother Rat yields more rewards. You gain *divine decree* as a 7th-rank divine innate spell once per day. Additionally, once per month, whenever you would die, your body instead transforms into a swarm of dispersing rats. After 1d6 days, these rats gather in a safe space of the GM's choosing (a site dedicated to Lao Shu Po, if possible) and reform your body. You're returned to life at your maximum Hit Points.

SLIP FROM SIGHT ◇ FEAT 17

YSOKI

Frequency once per hour

Trigger You successfully use Stealth to Hide and become hidden from all your current foes, or use Stealth to Sneak and become undetected to all your current foes.

Using clever technology, magical talent, a divine blessing, or uncanny luck, you slip from sight completely, becoming invisible for 1 minute, or until you take a hostile action, whichever comes first.

VERSATILE HERITAGES

The peoples of the Pact Worlds (and other worlds in the galaxy) are many, and they have a long history of intermingling or dabbling with forces capable of altering the very fabric of a mortal body or soul. The children born to such parents might have traits from each of their parents or physiological manifestations of the forces their ancestors were influenced by, manifesting as a specific heritage.

Two notable heritages in the Starfinder setting are prismeni, born from the subtle influences of the hyperspace dimension of the Drift or otherwise influenced by it, and borai, individuals who survive a botched resurrection, grisly experimentation, or an extraordinary near-death experience. Other individuals might be born under far stranger circumstances, such as from a parent who was affected by monstrous, undead, or extraplanar energies. As these circumstances aren't unique to a single ancestry, these heritages—called versatile heritages—are likewise shared by many ancestries.

The Pact Worlds is home to a variety of versatile heritages. Some are born to unusual creatures or arise through specific mundane or supernatural circumstances. Because the circumstances that give rise to versatile heritages aren't limited to a single ancestry, a versatile heritage can be chosen by a character of nearly any ancestry. Some versatile heritages are more common among some ancestries than others, and some might list additional restrictions specific to that heritage. Your GM might place other restrictions on which ancestries can use a given versatile heritage based on the story and setting.

UNLIMITED POSSIBILITIES!

Though a character can have only one heritage and one lineage feat, the possible permutations of a character's background and family tree are virtually unlimited. A borai character might still have a prismeni parent whose nature is visible in the coloration of their hair even if they don't have access to prismeni ancestry feats.

PLAYING A VERSATILE HERITAGE

To play a character with a versatile heritage, first select your ancestry, just like you would for any character. You gain Hit Points, size, Speed, attribute boosts and attribute flaws, languages, traits, and other abilities from that ancestry. Then, instead of choosing a heritage from those normally available to that ancestry, apply your chosen versatile heritage. You gain all the features from your versatile heritage, some of which might modify or replace statistics, abilities, or traits from your ancestry.

Since a versatile heritage is a heritage, you can have only one, and you can't have any other heritage in addition to your versatile heritage.

Sometimes a versatile heritage might give you an ability that conflicts with an ability from your ancestry. In these cases, you choose which of the conflicting abilities your character has.

When selecting ancestry feats, you can choose from those available to your ancestry as well as those specific to your versatile heritage.

LINEAGE FEATS

Some ancestry feats within a versatile heritage have the lineage trait. These feats specify a physiological lineage your character has—such as if a prismeni was born in the Drift or chosen by Triune. You can have only one lineage feat; you can select such a feat only at 1st level, and you can't retrain into or out of this feat.

IN THIS BOOK

This book includes the rules for two kinds of versatile heritages and rules for other mixed ancestral heritages.

BORAI

Borais are a strange mix of living and undead, often born out of a tragic death or botched resurrection attempt. The etheric, headstrong, and necrotized lineages each represent different ways you could become a borai, either due to a failed attempt at coming back to life, your own unwillingness to die, or necromantic experimentation.

PRISMENI

Prismenis are mortals whose bodies or spirits have been influenced by the energies of the Drift. As beings attuned to the Drift, they feel a supernatural urge to travel and experience new things, experiment, and push their limits toward creative pursuits beyond the norm. The prismeni lineages each represent how they attuned to the Drift: Drift-touched were born in the Drift, spectrasoul have a connection to the enigmatic Drift-dwelling beings called spectra, and Triune's chosen were the result of divine intervention.

MIXED ANCESTRY HERITAGES

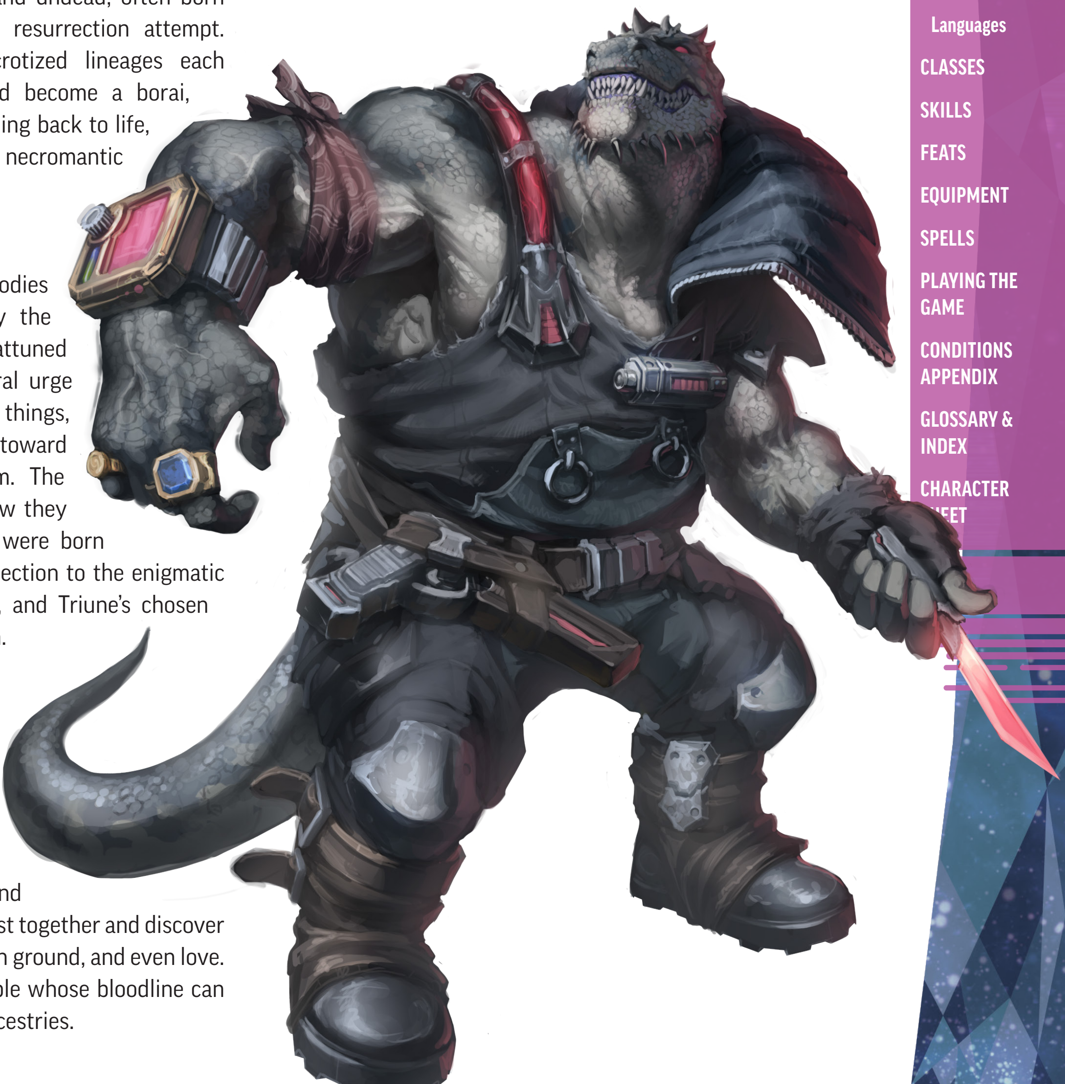
The galaxy has numerous metropolises where people from a wide variety of ancestries and cultures intermingle. Moreover, adventurers of all backgrounds and ancestries often find themselves thrust together and discover that from adversity can come common ground, and even love. As a result, the galaxy is full of people whose bloodline can be traced to at least two different ancestries.

This section also describes how to create a custom mixed ancestry heritage when creating your own world.

MIXED ANCESTRIES

You can choose a mixed ancestry to represent having two ancestral lines for your character. This doesn't preclude having more than two ancestries in your genealogy, but you'll need to work with your GM if you want to have more than two reflected in the rules. The possible combinations of ancestries are immeasurable.

Custom Mixed Heritage: You can work with your GM to create a mixed heritage for any ancestry. A custom mixed-ancestry heritage is an uncommon heritage. Choose an ancestry to tie to the heritage. You gain any traits of that ancestry and a new trait for your combined ancestry, similar to how the borai heritage grants the "borai" and "undead" traits. You also gain low-light vision if the ancestry tied to the heritage has low-light vision or darkvision. The heritage lets you select ancestry feats for the chosen ancestry in addition to those from your base ancestry. Future products will provide examples of different mixed ancestry heritages.



BORAI

A borai is simultaneously living and dead—a corpse reanimated by their own soul into something just barely alive. Despite being corporeal undead, a borai's body is a living shell that protects their tattered, undead soul, making them something altogether unique.

YOU MIGHT...

- Be determined to succeed and refuse to accept your own failure or defeat at any cost.
- Seek life-affirming experiences and relationships, perhaps even recklessly or to your own detriment.
- Fear what killed you or avoid the place you died, or feel mysteriously drawn back to it.

OTHERS PROBABLY...

- Confuse you with another type of undead and are surprised when you breathe, eat, or sleep.
- Find your presence unnerving, even if they can't pinpoint why.
- Seek your advice about grief, loss, death, and the afterlife.

Borais are most often created by accident through a botched resurrection attempt (whether magical or technological) or necromantic experimentation. Some people transform after a near-death experience through sheer stubborn determination and refusal to accept death. Once a person becomes a borai, their living body and undead soul are inexorably bound to one another. A borai's body draws vitality from the soul, preventing rot and degradation, while the soul tenaciously clings to their body, eerily preserving it in unchanging perfection. Even if a borai is killed and resurrected or reincarnated, this bond isn't severed, and a borai always comes back as a borai.

Unlike many forms of undead, borais are the same person they were before their death—they retain their personality, memories, and feelings, and often seek to maintain the emotional connections and relationships they forged in life. Yet death leaves its mark on borais, and many living beings innately sense something is off about them, straining a borai's relationships and changing their social status. This slow souring of friendships and fracturing of support systems tends to push borais out of their comfort zone, driving them from their homes and past lives and toward the unknown—an experience that leaves many borais jaded, emotionally guarded, or overeager to embrace new experiences.

If you want to play a character who blurs the lines between living and dead, and who's struggling to find their place in a strange afterlife, you should play a borai.

PHYSICAL DESCRIPTION

Borais appear as they did in life, but their skin usually takes on a pallid, waxy hue, and their blood becomes infused with void energy, turning it into a thick, black ichor that's clearly visible through their flesh. As their body is alive, borais must breathe, eat, and sleep, and they can be healed, stabilized, and even resurrected like any other living creature. Borais age at radically slowed rates, allowing them to live up to a few additional centuries. After this time, a borai's physical body deteriorates to such a degree that the soul can no longer sustain it; the borai then both dies (as living creatures do) and is destroyed (as undead creatures are). Scholars don't agree whether these souls move on to their appointed afterlives or deteriorate and immediately reenter the cycle of souls as raw quintessence in Creation's Forge.

SOCIETY

Borais are reanimated all throughout the galaxy, from the Pact Worlds to the Vast, making them a diverse people with a scattered population. Most borais are "born" on Eox or on other planets where necromancy, religious resurrections, and scientific research into immortality are commonplace. Many borais begin their second life trying to live as they did before their death, keeping the same routines and relationships—often while attempting to hide their transformation using cosmetics, illusions, or augmentations. While borais might live anywhere, many settle in places more accepting of undead, such as Eox. Since borais require the same comforts as living creatures, they might have trouble fitting in within undead societies.

Borais who have lived over a decade as undead tend to consider family a matter of friendship, loyalty, and love rather than that of genetics or lineage. Adopted families and sprawling friendship groups are common, and some instead find companionship in mercenary or military units, among members of the same social movements or religious groups, or within the cutthroat hierarchy of a corporation or consortium. Some borais embrace their ominous appearance and disconcerting aspects, finding employment as terrifying enforcers or imposing bodyguards, while others seek to overcome and erase the stigma of their undead nature by working as healers, politicians, or public servants.

No widespread naming conventions exist for borais, and many prefer the name that they used in life. Some borais who leave behind their old lives adopt new names of their own creation that they feel better represent their identity heading into the next phase of their life.

Sample Names: Agavana, Ajanu, Cailis, Enduri, Jiann, Kilarra, Orthei, Ruven, Taylehm, Thel-Sevai, Tis, Yevtori

BELIEFS

Borais are influenced by the cultures and societies they were born into, and many continue to worship the same gods and follow the same philosophies. Some borais favor gods believed to be accepting of undead, such as Urgathoa, Weydan, or Zon-Shelyn. Borais who keep up with modern fads and trends might worship Lambatuin or develop atheistic beliefs that shun or blame the gods. Many borais take solace in a philosophy known as the Song of Silence, which teaches that undeath is the ultimate goal of life and that one's mortal life is simply a trial run for undeath.

Popular Edicts embrace being alive, learn from your past, refuse to accept death as the end

Popular Anathema abandon those who accept you as you are, abstain from life's pleasures

BORAI (HERITAGE)

You've returned from the brink of death as a borai—at once both living and undead. You gain the borai and undead trait, in addition to the traits from your ancestry. Unlike other undead, you don't gain void healing. You're healed by vitality effects and damaged by void damage, as if you were a living creature. Likewise, you can be stabilized, healed, and brought back to life as if you were a living creature, save that you always return to life in your normal undead state (as a borai). You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from borai feats and feats from your ancestry whenever you gain an ancestry feat.

BORAI ANCESTRY FEATS

The following feats are available to borai characters.

LINEAGES

Borais can select any of the following lineages.

ETHERIC FEAT 1

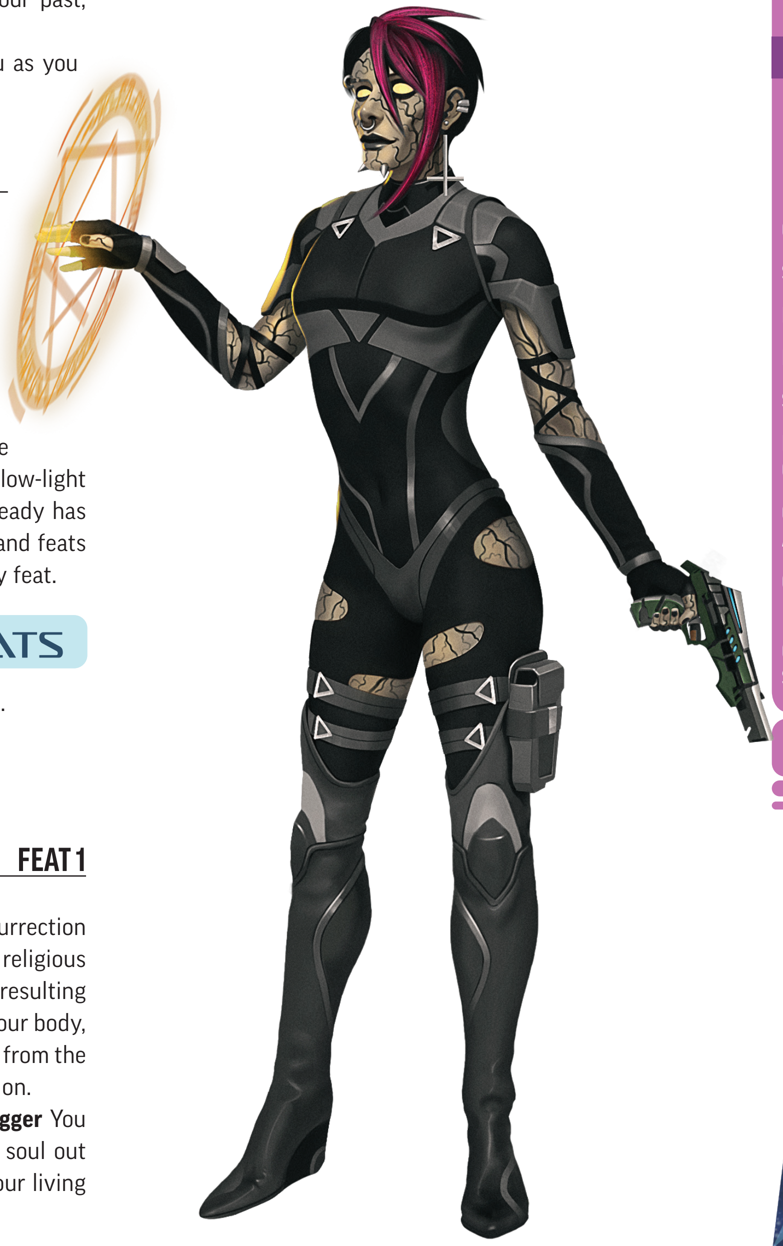
BORAI **LINEAGE**

You became a borai through a botched resurrection attempt—perhaps a magic spell was disrupted, a religious rite went awry, or faulty technology went haywire, resulting in your condition. Your soul is loosely tethered to your body, allowing you to temporarily shield your living form from the ravages of the void. You gain the Soul Shield reaction.

Soul Shield ⤾ (void) **Frequency** once per day; **Trigger** You would take void damage; **Effect** You push your soul out of your body and use it as a shield to protect your living form from the ravages of the void. You gain void healing until the beginning of your next turn, meaning you're damaged by vitality damage and healed by void effects that heal undead.

VERSATILE HERITAGES

Some heritages, known as versatile heritages, can be applied to any ancestry; for instance, creatures touched by the influence of the Drift can be born to any ancestry as prismeni. Generally, versatile heritages represent heritage options available to all ancestries for extra customization, such as a character who has a mixed ancestry or one with a more unique or otherwise unusual origin.



HEADSTRONG FEAT 1

BORAI LINEAGE

You became a borai through your own stubborn willfulness. When you died, you refused to accept your death and clung to your corpse, forcing your soul back into your body and regaining life along with it. You gain a +1 circumstance bonus to Will saving throws against fear and effects that would make you confused or controlled and to your Will DC against attempts to Demoralize you.

NECROTIZED FEAT 1

BORAI LINEAGE

You became a borai intentionally through necromantic experimentation conducted by yourself or someone else before you died. This experimentation has strengthened your defenses against death but has also made you look more like a corpse than a living being. You gain the Diehard feat, and death effects no longer kill you if they reduce you to 0 Hit Points. This keeps you from being automatically killed or from having your dying value automatically decrease, but it doesn't make you immune to other parts of the spell or effect. For example, you can still take mental damage and become frightened by a *vision of death* spell, you just don't instantly die from it.

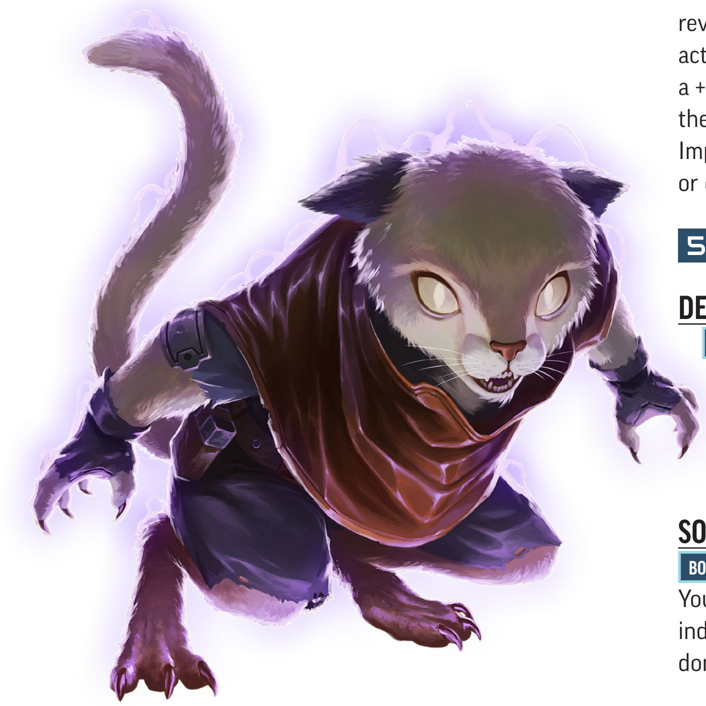
1ST LEVEL

BALEFUL GAZE ◆ FEAT 1

BORAI CONCENTRATE EMOTION FEAR MENTAL VISUAL

Frequency once per minute

You have an ominous presence that unnerves the living. You have learned to harness this sinister aura to your own advantage and can scare your foes with a focused glance. Focus your ill intent at one living creature within 30 feet. The target must succeed at a Will save against the higher of your class DC or spell DC, or become frightened 1 (frightened 2 on a critical failure) and stupefied 1 as long as it's frightened. Once you've used Baleful Gaze against a creature, it's temporarily immune for 24 hours.



BORAI LORE FEAT 1

BORAI

Since your resurrection, you've learned a lot about yourself, your place in the cycle of souls, and other undead. You gain the trained proficiency rank in Intimidation and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Borai Lore.

DEATH-TOUCHED CASTER FEAT 1

BORAI

You exist on the boundaries between life and death, and you can channel your own imbalanced spiritual essence into magical spells. Choose one of the following cantrips: *vitality lash* or *void warp*. You can cast this spell as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Special You can select this feat twice. Each time, you must select a different cantrip.

ONLY SLIGHTLY DEAD FEAT 1

BORAI

Your living body is flush with vitality, which easily hides your ichor-filled veins from sight. You don't have to attempt Deception checks against a creature's Perception DC to successfully Impersonate yourself as a living member of your ancestry or hide your borai heritage, nor do you require a disguise kit for such Impersonations. This is a non-magical effect that doesn't protect against detection, revelation, or scrying effects. Additionally, when a creature actively attempts a Perception check against you, you gain a +4 circumstance bonus to your Deception DC, but only for the purposes of seeing through your disguise when you're Impersonating yourself as a living member of your ancestry or otherwise attempting to hide your borai heritage.

5TH LEVEL

DEATHLY CONSTITUTION FEAT 5

BORAI

Thanks to your life-altering brush with death, your living body is better protected against the weaknesses of the flesh. You gain a +1 circumstance bonus to Fortitude saves against disease and poison.

SOUL SUSTENANCE FEAT 5

BORAI

Your soul is radiant and can sustain your living body indefinitely, without the need for outside nourishment. You don't need to eat or drink, and you count your Constitution modifier as one higher while determining how much you heal from resting.

UNLIVING MEMORIES — FEAT 5

BORAI

Some element of your borai nature gives you flashes from the beyond: visions from the afterlife you were intended for or might still one day obtain. You gain the trained proficiency rank in Religion. If you're already trained in Religion, you instead become trained in another skill of your choice. You gain the Additional Lore feat for a Lore subcategory about a specific plane tied to your afterlife (such as Heaven, Hell, Nirvana, or Outer Rifts Lore).

VOID BLOOD — FEAT 5

BORAI

The ichor pulsing through your veins is infused with void energy, and it protects your body and soul from the same sinister power. You have void resistance equal to half your level.

9TH LEVEL

RESONANT WEAPON ◆ — FEAT 9

BORAI | DIVINE | SPIRIT

You release a pulse of spiritual energy into one weapon you're holding, making it resonate with immaterial soul stuff. Until the beginning of your next turn, your weapon gains the effects of the *ghost killer* weapon fusion (page 273). At 17th level, it deals an additional 1d6 spirit damage.

SHROUD OF SHATTERED SPIRITS ⤾ — FEAT 9

BORAI

Frequency once per day

Trigger An enemy's Strike or targeted effect would hit you, and you weren't already concealed, hidden, or undetected to that enemy.

Your mere presence attracts restless spirits, haunted objects, spiritually active substances, and fragmented souls, like a magnet attracts metal. You manifest these spirit shards in a chaotic whirlwind around you that you barely control with your thoughts. You become concealed until the beginning of your next turn, and the flat check for concealment applies to the triggering Strike or effect that would've hit you. If the flat check fails, the Strike or effect misses you.

UNLEASH PNEUMA ◆◆ — FEAT 9

BORAI

Frequency once per day

You unleash a portion of your spiritual essence—either the vitality of your living body or the void of your undead soul—in a violent burst around you. You deal 5d6 damage of your selected type (see below) to all adjacent creatures (basic Reflex save using your class DC or spell DC, whichever is higher). At 11th level and every 2 levels thereafter, this damage increases by 1d6.

When you take this feat, choose either vitality or void. Once chosen, this selection can't be changed. Unleash Pneuma deals the chosen damage type and gains the chosen trait.

Special You can take this feat twice, but you must select a different damage type each time. If you do, Unleash Pneuma's frequency becomes once per day per damage type, rather than once per day.

13TH LEVEL

INTUITIVE TALENT ◇ — FEAT 13

BORAI

Frequency once per hour

You enjoy embracing new experiences and have a knack for picking up new skills and talents, sometimes over the course of countless lifetimes, as your semi-dead nature grants you a wider perspective. Choose a skill that you're untrained in. Until the beginning of your next turn, you become trained in the chosen skill.

STUBBORN CORPSE — FEAT 13

BORAI

You're willful and stubborn, and you refuse to accept your own failure—traits that have served you well in life and after death. When you critically fail a saving throw against a mental effect, you get a failure instead. Additionally, you gain the Deny Failure reaction.

Deny Failure ⤾ (fortune) **Frequency** once per day; **Trigger** You fail or critically fail a saving throw; **Effect** You refuse to accept your failure! Reroll the triggering saving throw. If your result is a critical failure, this use of Deny Failure doesn't count toward its frequency.

17TH LEVEL

BALEFUL PRESENCE — FEAT 17

BORAI

Prerequisites Baleful Gaze

You've learned to unleash the anger and malice you've built up over the course of your life and restless undeath against multiple foes at once, creating a potent effect around yourself. You can choose to use Baleful Gaze as a 2-action activity, rather than 1. When you do, Baleful Gaze gains the divine trait, loses the visual trait, and affects each living creature in a 30-foot emanation, rather than a single living creature.

UNDYING ⤾ — FEAT 17

BORAI

Frequency once per hour

Trigger You have the dying condition and are about to attempt a recovery check.

You have died once before and have no intention of dying ever again; your soul stubbornly resuscitates your body when you would otherwise perish. You are restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You increase your wounded condition as normal.

PRISMENI

Prismenis are suffused with the energy of the Drift, a recently discovered hyperspace plane, and are spiritual kin to the spectra who call that plane home. Wherever they go and whatever they do, they always carry a fragment of the Drift inside them, and they can access that plane and its power through this internal connection.

YOU MIGHT...

- Be easily bored by routine, familiar sights and tasks, and predictable outcomes.
- Love to travel and experience new cultures and societies.
- Have an instinctive understanding of technology, especially starships.

OTHERS PROBABLY...

- Assume you know all about the Drift.
- Expect you to worship Triune or be close friends with a spectra.
- Consider you restless, flighty, or irresponsible.
- Count on you to pilot the party's starship, navigate, or maybe even act as the living Drift engine.

Prismenis are inherently "plugged in" to the Drift, but the origins of this connection vary. Most prismenis are born prismenis—some to parents who were particularly devout followers of Triune and some to non-worshippers who happened to be in the Drift when their child was born, hatched, gestated, or conceived. Yet, not all children born in the Drift become prismenis, just as not all those born to pious Triunites become prismenis. Most believe that their lineage is a direct result of Triune's blessing, while others believe it comes down to luck, genetics, or a quantifiable scientific factor that's yet to be identified.

Some prismenis are not born but transformed, becoming prismenis only after prolonged close contact with a spectra or the Drift, connecting with a spectra gathering, or rewarded for performing a dangerous task on behalf of Triune. In these instances, becoming a prismeni is considered a blessing, granted by Triune to its chosen children. During the recent Drift Crisis, a year-long event that saw the Drift crash and slowly reboot back to functionality, more prismenis were born and transformed than ever before.

Like the Drift itself, prismenis are always in motion and prone to change. They dislike idleness and monotony and sometimes go out of their way to break routines, traditions, and expectations simply for the pleasure of trying something new. This refusal to settle is often literal, with prismenis changing jobs and homes frequently or drifting in and out of relationships with abandon, but it's just as often immaterial, with prismenis embracing innovation, experimentation, education, and new fads and trends. Prismenis like to travel and explore, usually to places and planets far away, and feel a thrill at experiencing the unfamiliar. Many can instinctively control and understand technology or speak wirelessly with technological creatures. Some can create and harness electricity. To many prismenis, entering the Drift feels like coming home, and most describe it as tranquil or soothing. Some prismenis have a connection to the Drift so strong that their body is sustained or rejuvenated by its energies—the Drift nourishes their bodies, heals their wounds, protects them from harm, and settles their ever-racing thoughts.

If you want to play a character who embraces change and exploration, or who has a connection to the Drift, you should play a prismeni.

PHYSICAL DESCRIPTION

Prismenis look similar in appearance to their parents and are instantly recognizable as a member of their ancestry, yet they have unique features that set them apart visually from their peers, such as metallic gray eyes, rainbow-colored locks, thick cords or wire for hair, or flesh that shimmers with different colors in various lights. Many have technological or electrical components naturally integrated into their body or can create and manipulate electricity. When they're in the Drift, prismenis "come alive"—their hair, flesh, and eyes become more colorful and vibrant, their countenance more expressive, and their movements more fluid and elegant.

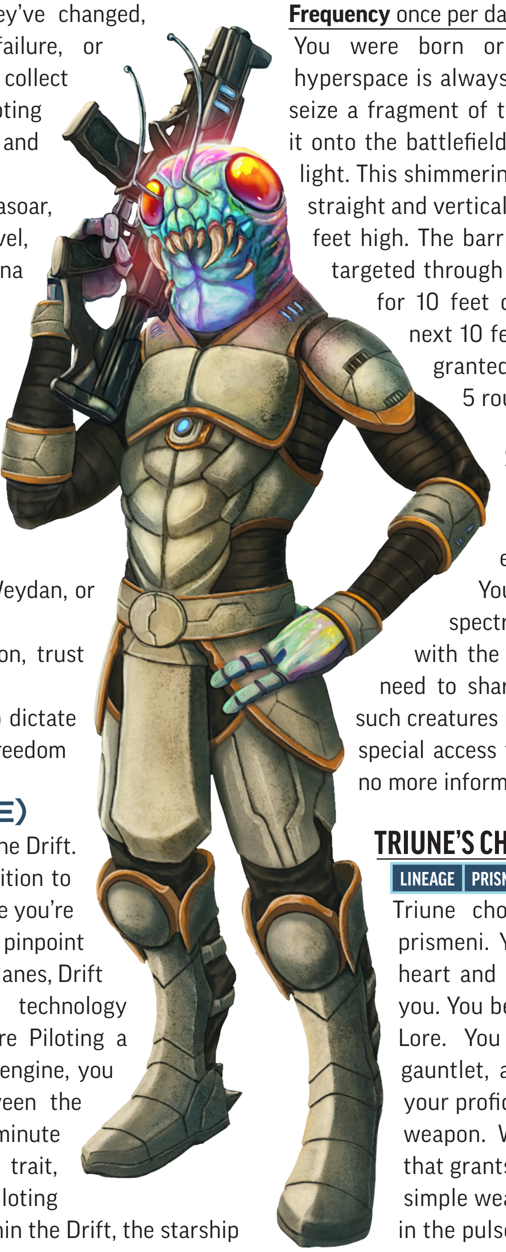
SOCIETY

While all prismenis are drawn inexorably to the Drift, they rarely stay in one place for long and prefer to remain on the move, making gatherings of prismenis few and far between. Sometimes, prismenis meet at sites important to spectras or Triune, such as Drift beacons, or at exciting, once-in-a-lifetime events. Such gatherings are often termed "flashmeets," though religious prismenis tend to believe these gatherings are the will of Triune, drawing its disparate children together in joy or for a shared purpose.

Regardless of their backgrounds or lifestyles, prismenis value freedom and change. They take joy in discovery and exploration, both physical and intellectual, and understand that nothing lasts forever—nor would they want it to. Most prismenis trust their own feelings and instincts, and they understand when it's time to leave a relationship or show understanding when left in turn. They stagnate under the yoke of routines and traditions and might rebel while living in rigid communities.

Prismenis don't follow naming conventions, selecting names that speak to them on a personal level. Most change their name at least twice in their life, once to shed the name given to them by others in exchange for a name they feel resonates better with their true identity, and again whenever they believe they've changed, recovered from a significant failure, or achieved something great. They collect nicknames and appellations, accepting those given to them by friends and chosen for themselves.

Sample Names: Anon, Coda, Bellasoar, Ector, Freedom's Wing, Ilioch, Jalavel, Ozarin, Red, Sipri, Szazah, Tizera, Una



BELIEFS

Thanks to their deep spiritual connection to the Drift, many prismenis worship Triune. Those who don't tend to be atheists. Prismenis who worship other deities often favor gods of chaos, change, innovation, or travel, such as Besmara, the Newborn, Oras, Weydan, or Yaraesa.

Popular Edicts break with tradition, trust your feelings, visit new places

Popular Anathema allow others to dictate your decisions or impede your freedom

PRISMENI (HERITAGE)

You have an innate connection to the Drift. You gain the prismeni trait, in addition to the traits from your ancestry. While you're in the Drift, you can automatically pinpoint the location of Drift beacons, Drift lanes, Drift engines, and other Drift-related technology within a 100-mile radius. If you're Piloting a starship that doesn't have a Drift engine, you can serve as a connection between the Drift and that starship. This is a 1-minute activity that has the concentrate trait, and it allows the starship you're Piloting to enter or exit the Drift. Once within the Drift, the starship travels via conventional thrusters, as normal. When you get a critical failure on a Piloting check to Navigate or Plot Course through the Drift, you get a failure instead. You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from prismeni feats and feats from your ancestry whenever you gain an ancestry feat.

PRISMENI ANCESTRY FEATS

The following feats are available to prismeni characters.

LINEAGES

Prismenis can select any of the following lineages.

DRIFT-TOUCHED ◆ FEAT 1

CONCENTRATE | LIGHT | LINEAGE | PRISMENI

Frequency once per day

You were born or gestated inside the Drift, and hyperspace is always a part of you. With a thought, you seize a fragment of the Drift and temporarily transplant it onto the battlefield as an intangible barrier of colorful light. This shimmering field appears within 30 feet and is straight and vertical, stretching up to 10 feet long and 10 feet high. The barrier grants concealment to creatures targeted through it, and it sheds colorful bright light for 10 feet on each side and dim light for the next 10 feet. You can ignore any concealment granted by the barrier. The barrier lasts for 5 rounds.

SPECTRASOUL FEAT 1

LINEAGE | PRISMENI

You became a prismeni after a close encounter with one or more spectra. You can communicate mentally with spectra and with intelligent constructs with the tech trait within 30 feet. You don't need to share a language to communicate with such creatures in this way. This doesn't give you any special access to their thoughts and communicates no more information than normal speech would.

TRIUNE'S CHOSEN FEAT 1

LINEAGE | PRISMENI

Triune chose you specifically to become a prismeni. You hold the All-Code close in your heart and cherish the data it's imparted upon you. You become trained in Religion and Triune Lore. You have familiarity with the pulse gauntlet, and for the purpose of determining your proficiency, the pulse gauntlet is a simple weapon. Whenever you gain a class feature that grants you expert or greater proficiency in simple weapons, you also gain that proficiency in the pulse gauntlet.

1ST LEVEL

DATA JOCKEY FEAT 1

PRISMENI

You can easily send data to technological devices like a spectra. You can cast the *implant data* cantrip as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

LIVING BATTERY FEAT 1

CONCENTRATE PRISMENI

Your body produces an overabundance of electrical energy, which you can emit as a blast of lightning or use to power technological devices. You can cast the *electric arc* cantrip as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

When you cast *electric arc*, you can also target batteries or tech items powered by batteries (in any combination). If you target a battery or tech item powered by a battery, that item isn't damaged. Instead, it regains 2 charges per spell rank. If the target is a tech item that needs a battery but doesn't currently have one, treat the item as if it had a battery with 2 charges per spell rank for 1 minute.

PRISMENI LORE FEAT 1

PRISMENI

You've learned to leverage your intrinsic link to the Drift, making you an excellent pilot. You gain the trained proficiency rank in Piloting and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Prismeni Lore.

TECH FAMILIARITY FEAT 1

PRISMENI

You have an intuitive understanding of computers, machines, and other technological devices. You become trained in Computers and Crafting. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

5TH LEVEL

DRIFT HOP ◆ FEAT 5

PRISMENI TELEPORTATION

Frequency once per day

You travel across the battlefield via the Drift. You teleport up to a distance equal to your Speed within your line of sight. If you're in the Drift, the distance you can teleport is doubled.

ELECTRICAL SHIELDING FEAT 5

PRISMENI

Your body is insulated from electrical attacks. You gain electricity resistance equal to half your level. Additionally, you gain the Redirect Current reaction.

Redirect Current ⤾ (electricity) **Frequency** once per hour; **Trigger** You take electricity damage, and your electricity resistance doesn't reduce this damage to 0; **Effect** After being shocked, you seize the electricity coursing through your body and redirect it at another creature within 30 feet. That creature can't have already taken damage from the effect that damaged you. That creature takes electricity damage equal to the amount of Hit Points you lost from the triggering electricity damage (basic Reflex save using your class DC or spell DC, whichever is higher).

SPECTRA TRANSMISSION ◆ FEAT 5

CONCENTRATE PRISMENI

Frequency once per hour

You can project your speech through wireless transmission, rather than speaking aloud, causing your words to emit from unsecured technological devices as either audio, text, or both. For example, your voice could emit audibly from an intercom or appear as text on a vidscreen or holosign. Select an unsecured technological device within 100 feet. For 1 minute, you can choose to transmit anything you say through that output device, rather than say it aloud. You can change which device you use as an output as a single action. Doing so doesn't extend the duration.

TECH CASTER FEAT 5

PRISMENI

Your ability to control and empower technological devices has improved. You gain *delete* and *supercharge weapon* as 1st-rank divine innate spells. You can cast each of these divine innate spells once per day.

9TH LEVEL

COSMIC TRAVELER FEAT 9

PRISMENI

The Drift is your true home, and you can survive within it indefinitely. While you're in the Drift, you gain the cosmic trait, and you don't need to eat or drink. While you're in the Drift or a vacuum, you gain a fly Speed equal to your land Speed.

REMOTE ACCESS FEAT 9

PRISMENI

You know how to probe computer systems with your mind as easily as others might handle a hacking toolkit. You can communicate wirelessly with technological devices within 10 feet, allowing you to attempt Computers checks on these devices without a user interface or hacking toolkit. If you can already attempt Computers checks at range, you increase the distance that you can do so by an additional 10 feet.

REVITALIZED BY THE DRIFT FEAT 9

PRISMENI

The Drift revitalizes your spirit and restores your vitality, physically healing your wounds. If you rest for 10 minutes while within the Drift, you gain Hit Points equal to your Constitution modifier × your level. This is cumulative with any healing you receive from Treat Wounds.

Once per hour, you can focus or meditate on your inherent connection to the Drift. This is a 10-minute activity that has the concentrate and exploration traits. When you do, you're treated as if you'd rested for 10 minutes while in the Drift, save that the number of Hit Points you regain from this feat is halved.

13TH LEVEL

DRIFT BLINK ⤾ FEAT 13

PRISMENI TELEPORTATION

Frequency once per minute

Trigger An enemy's Strike would hit you, and you weren't already concealed, hidden, or undetected to that enemy.

You momentarily slip into the Drift, becoming concealed against the triggering Strike. If the flat check for concealment fails, the Strike misses you. After resolving the triggering Strike, you reemerge from the Drift in an unoccupied space adjacent to your original square.

ENCODE PRESENCE ◆◆ FEAT 13

PRISMENI VISUAL

Frequency once per hour

You instinctively encode your presence, obscuring your identity and scrambling your visual appearance to technological visual sensors. You become concealed to all technological visual sensors, such as security cameras, ocular cybernetic augmentations, and the visual processors of technological constructs, for 1 minute. As the nature of this effect still leaves your location obvious, you can't use this concealment to Hide or Sneak.

FREQUENT DRIFTER FEAT 13

PRISMENI

Prerequisites Drift Hop

Your connection to the Drift grows even stronger, allowing you to travel through it more often. The frequency of Drift Hop changes to once per hour.

SCRAMBLE TECH FEAT 13

PRISMENI

With a thought, you can infect a technological creature or device with a short-lived virus, causing the object to glitch and malfunction. You can cast *discharge* as a 3rd-rank divine innate spell twice per day.

17TH LEVEL

DRIFT STRIKE ◆ FEAT 17

PRISMENI

Frequency once every 10 minutes

Requirements Your last action was a melee Strike that critically hit a creature.

You launch the creature you hit with the required Strike into the Drift to reposition it across the battlefield. The creature is teleported to a location of your choice up to a distance of 20 feet from its starting location and within your line of sight. If you're in the Drift, the distance you can teleport the creature is doubled. The creature must be able to fit in its new location, and its new location must be unoccupied. The creature can attempt a Will save.

Critical Success The creature is unaffected.

Success The distance you can teleport the creature is halved, and it can't be moved to a location that is hazardous or would result in a fall.

Failure You teleport the creature up to the noted distance.

Critical Failure As failure, but the distance you can teleport the creature is doubled.

SPECTRA ASCENDANT FEAT 17

PRISMENI

Prerequisites Cosmic Traveler

Whether through a quirk of your bloodline, the interference of powerful spectra, or Triune's blessing, your body has been flooded by the essence of the Drift, transforming you into a spectra. You cease aging. You gain darkvision, the cosmic trait, and a fly Speed equal to your land Speed. While you're in the Drift, your fly Speed is equal to double your land Speed. Additionally, you gain the Cosmic Blast action.

Cosmic Blast ◆◆ (concentrate, fire, light, manipulate) **Frequency** once per day; **Effect** You fire a powerful laser blast in a 120-foot line, dealing 7d12 fire damage (basic Reflex save using your class DC or spell DC, whichever is higher).

BACKGROUNDS

Your character's abilities don't spring into existence the moment they take up the adventuring life. Their background—the role they had before they became an adventurer—also provides a number of abilities. Most backgrounds are common and can be selected by any character, but some adventurers come from more distinctive roots and might have uncommon or rare backgrounds. The particular histories behind these rare backgrounds provide specialized benefits.

At 1st level, when you create your character, you gain a background of your choice. This decision is permanent; you can't change it at later levels. Each background listed here grants two boosts, usually a skill feat, and the trained proficiency rank in two skills, one of which is a Lore skill. If you gain the trained proficiency rank in a skill from your background and would then gain the trained proficiency rank in the same skill from your class at 1st level, you instead become trained in another skill of your choice.

Lore skills represent deep knowledge of a specific subject and are described on page 200. If a Lore skill involves a choice (for instance, a choice of metaphysical topics), explain your preference to the GM, who has the final say on whether it's acceptable or not. If you'd like some suggestions, the Common Lore Subcategories sidebar on page 201 lists a number of Lore skills that are suitable for most campaigns. Skill feats expand the functions of your skills and appear in Chapter 5.

ARTIST BACKGROUND

Your art is your greatest passion, whatever form it takes. Adventuring might help you find inspiration for your creations, or simply be a way to survive until you become a world-famous artist.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Crafting skill and the Art Lore skill. You gain the Specialty Crafting skill feat.

ATHLETE BACKGROUND

You've strengthened your body through practice drills and workouts, making sure not to waste a single drop of sweat in your quest for gains. You might be a champion fighting in arena matches, a hardcore gym rat, or a heavy hitter on a competitive sports team—what matters to you is the rush you get when you beat a personal record.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Athletics skill and the Sports Lore skill. You gain the Deadlift skill feat.

BOUNTY HUNTER BACKGROUND

You hunt people down for credits. You might work with a corporation, military, or some other organization.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Survival skill and the Underworld Lore skill. You gain the Experienced Tracker skill feat.

BRUTARIS PLAYER BACKGROUND

The sound of a roaring crowd still sends your heart pumping as you recall your glory days as a brutaris player. Whether you retired successfully or were taken out of commission at the height of your career, you maintained your conditioning and are always ready for your next big game.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and the Sports Lore skill. You gain the Quick Jump or Titan Wrestler skill feat.

CITY SLICKER BACKGROUND

You've lived long enough in a major settlement to know how to keep your head down, avoid direct eye contact, and otherwise move about your day without drawing any attention to yourself. Whether you were a detective tailing a suspect or just lived in a crime-ridden neighborhood, you've always been able to slip into a crowd to avoid causing trouble.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Deception skill and a Lore skill about a specific settlement. You gain the Face in the Crowd skill feat.

CLEANER BACKGROUND

You know how to remove all traces of a crime. Whether you worked under the table for legitimate clients like AbadarCorp or learned your trade working for shady organizations and crime bosses, you know how to leave a crime scene as good as new.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Deception skill and Underworld Lore skill. You gain the Without a Trace skill feat.

COMEDIAN BACKGROUND

Whether you're the office joker, a professional comedian, or just a troll on the infosphere, you're always prepared with a well-timed joke, even if it occasionally gets you in hot water when you cross the line.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Performance skill and the Media Lore skill. You gain the Just Kidding skill feat.

COOK BACKGROUND

You grew up in the kitchens of a tavern or other dining establishment and excelled there, becoming an exceptional chef. Baking, cooking, a little brewing on the side—you've spent lots of time out of sight. It's about time you went out into the world to catch some sights for yourself.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Survival skill and the Cooking Lore skill. You gain the Seasoned skill feat.

CORPORATE AGENT BACKGROUND

You're one among many professionals working in the corporate world, but you're not just any suit. You're a negotiator, dealmaker, or perhaps even a spy working to advance a particular corporation's agenda. You might be a cog in a corporation's massive machine or a shill for an up-and-coming entrepreneur no one has heard of... yet.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and the Corporate Lore skill. You gain the Management Material skill feat.

CYBERBORN BACKGROUND

UNCOMMON

Your body is a temple to change and technology. Since a young age, you've been upgrading your anatomy with augmentations, perhaps after a terrible accident, as part of an experiment, or because you desire to transform your body into something more.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Crafting skill and the Augmentation Lore skill. You gain the Augmented Body feat.

DETECTIVE BACKGROUND

You solved crimes as a police inspector or took clandestine jobs for various clients as a private investigator. You might have become an adventurer as part of your next big mystery, but it's equally likely it was due to the consequences or aftermath of a prior case.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Society skill and the Underworld Lore skill. You gain the Streetwise skill feat.

DIPLOMAT BACKGROUND

You've dedicated your career to facilitating peaceful alliances between different factions and peoples. You might work at an intergalactic embassy or travel aboard a starship on a mission to remote space. First contact situations are your specialty.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Diplomacy skill and one Lore skill for a planet of your choosing. You gain the Group Impression skill feat.

DISCIPLE BACKGROUND

You're a loyal disciple of a particular deity. You might have been raised in a religious culture or perhaps felt a kindred calling toward a god later in life, but you've honed your skills and devoted your life to living as a follower of that deity.

Choose two attribute boosts. One must be an attribute specified in your deity's Divine Attribute entry, and one is a free attribute boost.

You're trained in the deity's listed divine skill and a Lore skill related to your deity (Abadar Lore, for example). You gain the Religious Talisman skill feat even if you do not meet the feat's prerequisites.

DOCTOR BACKGROUND

You're an accomplished healer expertly using the latest tech and pharmaceuticals to treat your patients. You might work at a clinic, supervise a starship's medbay, serve as a military medic, or ply your trade in shady back alleys.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Medicine skill and the Life Science Lore skill. You gain the Battle Medicine skill feat.

DREAM PROPHET BACKGROUND

A mysterious entity haunts your dreams, granting you a glimpse of transcendence. These supernatural experiences have inspired you to seek greater connection with this power. You might find meaning in the Liavaran Dreamers' songs, recognize potential for universal change in the Newborn's birth, or embrace some other cosmic mystery.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Occultism skill and a Lore skill related to your choice of metaphysical topics. You gain the Schooled in Secrets skill feat.

ELECTRICIAN BACKGROUND

You know better than most the power of electricity, having survived several close calls yourself, and you know firsthand how shocking it can be when something goes wrong. Whether you learned by installing power stations or repairing broken circuits, you're familiar with the positives and negatives of electricity.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and the Physical Science Lore skill. You gain the Electrical Engineer skill feat.

EMISSARY BACKGROUND

As a diplomat or messenger, you traveled extensively, communicating with new people and brokering alliances wherever you went.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and a Lore skill related to one city or region you've visited often. You gain the Multilingual skill feat.

GAMBLER BACKGROUND

The thrill of the win drew you into games of chance. This might have been a lucrative pastime that paled in comparison to the real risks of adventuring, or you might have fallen on hard times due to your gambling and pursued adventuring as a way out of a spiral.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Deception skill and the Games Lore skill. You gain the Lie to Me skill feat.

GENE SPLICER BACKGROUND

You're an expert on biotech and genetics and frequently experiment on your own body. You might have worked with patients who needed gene therapy, conducted research in laboratories looking for the next breakthrough in biotech, or even concocted serums for your own personal use.

Choose two attribute boosts. One must be to Strength or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and the Augmentation or Life Science Lore skill. You gain the Serum Crafting skill feat.

GRIFTER BACKGROUND

You're a con artist and trickster who swindles unsuspecting dupes and blackmails rubes, but it's nothing personal—you're just in it for the credits. You might run an operation on the side, or you might spend your career moving from settlement to settlement until you get caught in the act.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Deception skill and a Lore skill related to a profession or subject you fake expertise in. You gain the Charming Liar skill feat.

HACKER BACKGROUND

You've always had a knack for computers and virtual spaces and pride yourself on your ability to learn technical secrets. The open networks known as infospheres are your home and the place you can do your best work. You're highly competent when it comes to cracking code or accessing secure data.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Computers skill and the Infosphere Lore skill. You gain the Phreaker skill feat.

ICON BACKGROUND

Everybody wants their 15 minutes of fame, but for you, it's somehow become a lifestyle. Whether by luck or dedication, you're a star performer, celebrity, or popular influencer. Your face, voice, and style are commodities across known space, but for every adoring fan, there's a hater spreading gossip or paparazzi looking to capture your flaws.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in the Performance skill and the Media Lore skill. You gain the Impressive Performance skill feat.

LABORER BACKGROUND

You've spent years performing arduous physical labor. It was a difficult life, but you survived. You may have embraced adventuring as an easier method to make your way in the world, or you might adventure under someone else's command.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and the Labor Lore skill. You gain the Hefty Hauler skill feat.

MINER BACKGROUND

You earned a living wrenching precious minerals from the lightless depths. Adventuring might have seemed lucrative or glamorous compared to this backbreaking labor—and if you have to head back underground, this time you plan to do so armed with a real weapon instead of a miner's pick.

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and the Mining Lore skill. You gain the Terrain Expertise skill feat with underground terrain.

OUTLAW BACKGROUND

You're a career criminal with a nasty reputation. Perhaps unfair circumstances forced you into a life of crime, or maybe you enjoy the thrill you get from pulling off a heist or living through a shoot-out. Either way, this life is the only one you know, and thanks to the bounty on your head, you're in it until the casket drops or you make enough creds to buy a new one.

Choose two attribute boosts. One must be to Strength or Charisma, and one is a free attribute boost.

You're trained in the Intimidation skill and the Underworld Lore skill. You gain the Intimidating Shot skill feat.

PRISONER BACKGROUND

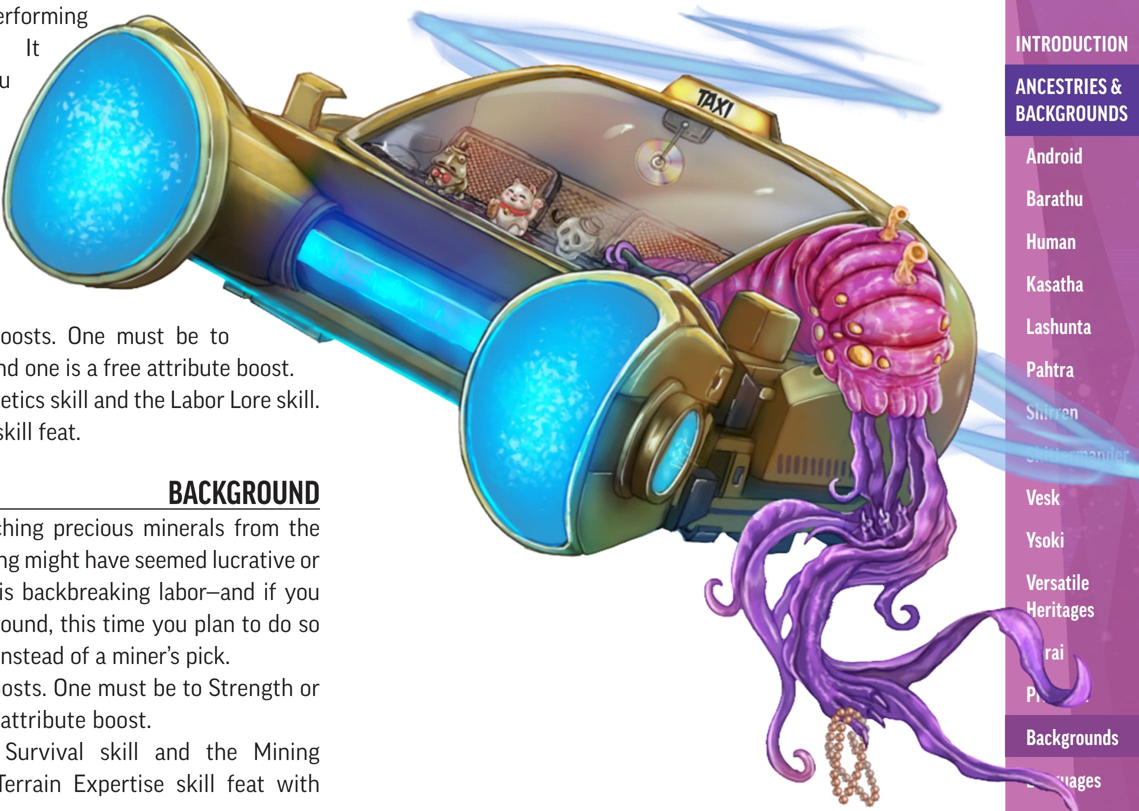
You've been imprisoned or punished for a crime, whether you were guilty or not. Now that your sentence has ended or you've escaped, you take full advantage of the newfound freedom of your adventuring life.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

RAISED BY BELIEF BACKGROUND

Whether in a monastery, a religious household, or just as part of your everyday life, your upbringing was steeped in the traditions of a particular deity (page 35). You might remain committed, or you might have turned from your childhood creed, but your skills are still founded in your devotion.



Choose two attribute boosts. One must be an attribute specified in your deity's divine attribute entry, and the other is a free attribute boost.

You're trained in the deity's listed divine skill and gain the Assurance feat with that skill. You are also trained in a Lore skill related to your deity (Abadar Lore, for example).

RECLUSE BACKGROUND

You used to be someone, but that was in another life. You keep to yourself these days, eking out an existence as a hermit in the wilderness or a loner in a rundown neighborhood. You thought you put your past behind you, until a new disciple or an old enemy dragged you back into a life of adventure.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and a Lore skill related to your former life. You gain the Dubious Knowledge skill feat.

SCIENTIST BACKGROUND

You work in a lab and conduct research about a scientific topic. Perhaps you're a biotechnician, chemist, computer programmer, theoretical physicist, or accomplished researcher in some other field. Regardless of your specific training, you can employ your known science for personal gain or the betterment of galactic society.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Crafting skill and a Lore skill related to your field of research. You gain the Assurance skill feat with that Lore skill.

SMUGGLER BACKGROUND

You make your living smuggling cargo, whether on a planet or in the depths of space. You don't ask your clients too many questions, and the cargo could be anything—counterfeit products, illegal goods, stolen weapons… the bigger the risk, the bigger the payday.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Stealth skill and the Piracy Lore skill. You gain the Experienced Smuggler skill feat.

SOCIALITE BACKGROUND

Thanks to generational wealth or lucky circumstance, you live a charmed life flitting between galas dressed in the latest designer fashion. You memorialize every glittering moment on social media, and if nobody pays attention, that's just because they're jealous.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and a Lore skill related to your home planet. You gain the Plant Rumor skill feat.

SPACE PIRATE BACKGROUND

You're a crewmate on a pirate vessel with ambitions of pillaging interstellar shipping lanes or taking over a chunk of a notable planetary body. Perhaps you grew up on such a ship, were taken prisoner by the crew at a young age and adapted to their lifestyle, or commandeered a vessel from a pirate captain.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Intimidation skill and the Piracy Lore skill. You gain the Group Coercion skill feat.

SPACEFARER BACKGROUND

Some people might say you've been out in the Drift too long, but the truth is, you don't feel at home away from your post on a starship deck. You might crew a long-haul freighter, military gunship, or tourist shuttle. Truth is, you'd probably sign up for any job that took you off-world.

Choose two attribute boosts. One must be to Dexterity or Constitution, and one is a free attribute boost.

You're trained in the Piloting skill and the Drift Lore skill. You gain the Express Driver skill feat.

STREET RAT BACKGROUND

You know the streets because they raised you. You grew up scraping by in a massive cityscape like those on Verces or Castrovel, or on a crowded space station like Absalom Station. You might have even managed to eke out a living in the claustrophobic vents of Aballon's megaplex settlements. Navigating dense crowds or scavenging useful rubbish is nothing new for you.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and a Lore skill about a specific settlement. You gain the Urban Survivalist skill feat.

TEACHER BACKGROUND

You are incredibly knowledgeable, skilled, and perhaps even trained to teach children and adults about the world and its wonders. From books to classes, you're committed to imparting knowledge to all. Not everything can be taught or learned from a book, though, so you've become an adventurer to learn subjects more directly and bring that wisdom back to your students.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in your choice of either the Performance or Society skill, as well as the Academia Lore skill. You gain the Experienced Professional skill feat.

TECH SUPPORT BACKGROUND

Whether working in a military outpost, a deep space exploration vessel, or a local office, you have experience supporting your comrades by assisting with their tech. While you've undoubtedly survived several all-nighters protecting against hackers and restoring lost files, you've also learned how to quickly install updates on demand while minimizing downtime.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Computers skill and the Business Lore skill. You gain the Quick Install skill feat.

TIMELOST BACKGROUND

You're not from this timeline. Somehow you became unstuck in time, or perhaps you attempted temporal travel and ended up getting trapped somewhen you don't belong.

You gain two free attribute boosts.

You're trained in the Society skill and the History Lore skill. You gain the Dubious Knowledge skill feat.

TROOPER BACKGROUND

UNCOMMON

You enlisted in a military or were recruited by a paramilitary group as a career trooper. As long as you've got enough guns and the right squad to back you up, you can handle just about anything.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and the Warfare Lore skill. You gain the Barricade feat.

VIDGAMER BACKGROUND

Gaming is more than just a hobby for you: it's your way of life. Whether you're a professional player, game designer, hobbyist influencer, or just a gamer who has mastered every vidgame you can install, you're a true connoisseur who can spot the subtle signs of a virtual creation without a second glance.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Computers skill and the Vidgame Lore skill. You gain the Hologram Skeptic skill feat.

LANGUAGES

The galaxy is filled with countless species and even more languages, many of which have hundreds of dialects and regional variations. Most characters in Starfinder can get by with Common (also known as Pact Worlds Common). Many species pick up their own languages, as well as planetary regional speak, meaning that most characters are fluent in two or more languages. Languages afford you the chance to contextualize your character in the world and give meaning to your other character choices.

Your ancestry entry states which languages you know at 1st level. Typically, this means you can both speak and read these languages. Having a positive Intelligence modifier grants a number of additional languages equal to your Intelligence modifier. You can choose these languages from the list presented in your character's ancestry entry and from those available from your region (which often includes whole planets). Ask your GM if there's a language you want to select that isn't on these lists, as they could have a major impact on your adventures. If your Intelligence changes later on, you adjust your number of languages accordingly.

The languages presented here are grouped according to their use in the Pact Worlds. Languages that are uncommon are most frequently spoken by their native speakers, but they are also spoken by certain researchers and politicians.

It's possible for your character to learn languages later in their adventuring career. Selecting the Multilingual feat, for example, grants a character two new languages chosen from those listed below. Other abilities and effects might grant access to common or uncommon languages, as detailed in their descriptions. Rare or secret languages can only be discovered through play.

COMMON ANCESTRY LANGUAGES

Language	Speakers
Common	Humans, most citizens of the Pact Worlds
Kasatha	Kasathas, inhabitants of Kasath or the *Idari*
Pahtra	Pahtras

COMMON REGIONAL LANGUAGES

Language	Speakers
Akitonian	Akiton (shobhads, ysoki)
Brethedan	Bretheda, Liavara, and their moons (barathus, kalos, maraquoi)
Castrovelian	Castrovel (lashuntas and formians)
Diasporan	Diaspora (sarcesians)
Draconic	Triaxus (dragons, dragonkin, ryphorians)
Eoxian	Eox (elebrians)
Trinary	Aballon (anacites, androids)
Vercite	Verces (verthani)
Vesk	Pulonis, the Veskarium (pahtras, vesk)

UNCOMMON EXTRAPLANAR LANGUAGES

Language	Speakers
Aklo	Evil fey, otherworldly monsters
Chthonian	Demons
Diabolic	Devils
Empyrean	Angels
Muan	Wood elemental creatures
Necril	Undead
Orcish	Orcs, dromaars
Petran	Earth elemental creatures
Pyric	Fire elemental creatures
Shadowtongue	Netherworld creatures
Sussuran	Air elemental creatures, flying creatures
Talican	Metal elemental creatures
Thalassic	Aquatic creatures, water elemental creatures

REGIONAL LANGUAGES

Regional languages vary based on planet. The tables above list the regional languages of the Starfinder setting and where they're spoken. These languages are uncommon. A character hailing from one of the worlds listed automatically has access to that language.

Most characters also learn the Common language. This is the most widely used language in the galaxy and is the dominant language of the Pact Worlds. In many systems, even if Common is not the official language, it's still present as a trade language.

SIGN LANGUAGE

You might know the signed languages associated with the languages you know, or how to read lips. You can learn these by taking the Sign Language or Read Lips skill feats, or both. If you are creating a character who is deaf, hard of hearing, or unable to speak, discuss with your GM whether it makes sense for your character to know sign languages or lip reading. If so, your GM might allow you to select one of these feats for free (even if you don't meet the prerequisites) to represent your character concept.

TELEPATHY

If you have telepathy, you can communicate only with creatures that share a language with you unless otherwise stated. If you don't share a language, you might be able to send and receive rudimentary emotional impressions at the GM's discretion.

CHAPTER 3:
CLASSES

Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding!

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create an observant but impulsive mystic who can see the pain in someone's eyes but can't follow the instructions to bake them a cake. Or perhaps you want your character to be a bullet-spewing veteran who shrugs off bullets when she activates her force field. Maybe they'll be a cool-headed witchwarper whose far-off gaze seems to look past our reality into potential timelines long lost. The choices you make for your character within their class—such as a mystic's choice of connection, a soldier's choice of fighting style, or a witchwarper's anchor—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe six classes in Starfinder. Each entry contains the information you need to play a character of that class, as well as how to develop them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 29 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Archetypes** on page 174 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an attribute boost to a key attribute; a number of Hit Points they receive at each level; proficiency ranks for various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

KEY ATTRIBUTE

This is the attribute modifier that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this attribute in some way.

For instance, this is the attribute modifier you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key attribute is used to calculate spell DCs and similar values.

Most classes are associated with one key attribute modifier, but some allow you to choose from two options. For instance, if you're a witchwarper, you can choose either Intelligence or Charisma as your key attribute.

Additionally, when you choose your character's class, they gain an attribute boost to their key attribute modifier, increasing that attribute modifier by 1. For more about attribute boosts, see page 23.

HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons raised gain a higher number of Hit Points each level, while characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 21.

INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character trained with a battle ribbon can use it effectively to dispatch foes, while a character who is legendary with the weapon might be able to spell out their name in decorative cursive script with just a flick of their wrist!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and class DC. You gain the trained proficiency rank in several skills. The exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 24.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry. These classes rarely use their class DC.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

ADVANCEMENT TABLE

This table summarizes the feats, skill increases, attribute boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 433).

Class Feats

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

Skill Feats

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5, beginning on page 210. At 2nd level and every two levels thereafter, most classes gain a skill feat, though some classes may get them at different levels, like the envoy using adaptive talent. Your character must be trained in the corresponding skill to take a skill feat.

General Feats

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5 (page 210).

Skill Increases

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though envoys gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained, or to become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill in which they're already a master.

Attribute Boosts

At 5th level and every 5 levels thereafter, your character boosts four different attribute modifiers. This is described briefly in the class. For the full details on attribute modifiers and applying them during character creation, see page 23.

Ancestry Feats

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 40.

Envoy

Page 102

The envoy is a plucky leader who supports their allies with battlefield directives, social savviness, and a suite of skills. Envoys call out directives to their allies, granting powerful boons that improve if the envoy performs an action to lead by example. Envoys are full of sassy quips and always have useful tricks up their sleeves. Play the envoy if you want to be a smooth talker with a plethora of skills who helps your allies win battles and acts as the “face” of the party.

Navasi

Navasi, the human envoy, is a former space pirate with a heart of gold. She’s got a witty remark for every occasion and a bullet for anyone who would hurt one of her friends.

Mystic

Page 114

The mystic is a spellcaster with a connection to a divine, occult, or primal aspect of the universe. A mystic casts powerful spells, learning new epiphanies based on their chosen connection, and heals allies using a vitality network that acts as a floating pool of Hit Points. Play the mystic if you want to be a powerful spellcaster who also heals your allies through your supernatural bonds while casting powerful spells.

Chk Chk

The shirren mystic **Chk Chk** worships Zon-Shelyn, the god of creating art from suffering. He enjoys creatively expressing himself by writing poetry and dueling enemies with his painglaive.

Operative

Page 126

The operative brings precision and tactical training to any situation. In battle, they use the Aim action to reduce enemy cover and deal extra precision damage. Some operatives are snipers shooting high-caliber rifles, others are skirmishers who fight with pistols or light melee weapons, and some are smooth infiltrators or cunning spies who only draw their gun when cornered. Play an operative if you like guns and want to deal high damage to your designated targets.

Iseph

The android operative **Iseph** has modified their body into a perfect weapon, and their gun is an extension of their hard-earned power and grace.

Solarian

Page 138

The solarian is a warrior who channels the cosmic cycle. Every solarian creates weapons of pure stellar energy that they can manifest at will. Cycling between graviton and photon attunement, a solarian’s abilities gain different effects based on their current state, allowing them to execute incredible combination attacks. Play the solarian if you want to dash into close combat and cycle your attacks between powerful control and damage abilities.

Dae

The pahtra solarian **Dae** loves showing off by combining their flashy dance moves with solar flares or turning their battle ribbon into a electrotether or a whip of solar fire.

Soldier

Page 150

The soldier is a weapons expert with a mountain of Hit Points who isn’t afraid to get between their allies and danger. They unleash suppressing attacks with area weapons that pin foes. They designate a primary target within their area attacks, granting them extra shots while firing their heavy weapons. Play a soldier if you want to control the battlefield with area-of-effect attacks while soaking attacks from enemies.

Obozaya

Obozaya the vesk soldier doesn’t back down, she opens fire. With big guns, bigger armor, and her trusty doshko, she becomes a wall of bulk and bullets in combat.

Witchwarper

Page 162

A witchwarper alters reality by drawing on the infinite possibilities of other universes and timelines. Every witchwarper is influenced by an event, and they can harness paradoxical powers to create powerful magic. They cast spells and sustain a reality-altering warp field to thwart enemies. Play a witchwarper if you want to bend reality to your will.

Zemir

Zemir the human witchwarper jumps between realities and timelines, trusting his uncanny luck and years of experience to keep him anchored while searching for the loved ones he lost years ago to the perils of infinite worlds.

ENVOY

You're a master influencer. You make your way in the universe with a charming smile, quick wit, and keen sense of self-preservation. You're a leader who motivates your teammates, pushes them past their limits, and helps them through tough spots. You excel at getting others to do what you want, but you're always ready to face trouble head-on when things take a turn for the worse. You might be a con artist, diplomat, performer, or military officer—or you might take on whatever role the situation demands.

KEY ATTRIBUTE

Charisma

At 1st level, your class gives you an attribute boost to Charisma.

HIT POINTS

8 + Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You issue directives to your allies, granting benefits and letting you take the lead. Your words and deeds bolster your allies or harry your foes, and your cunning can get you and your team out of danger.

DURING SOCIAL ENCOUNTERS...

You're often the face for your team, whether you use diplomacy, lies, threats, or whatever words it takes to get your way.

WHILE EXPLORING...

You adapt to situations and excel at motivating your team to overcome obstacles.

IN DOWNTIME...

You look for new opportunities to make a name for yourself, work your way up through the ranks of an organization, or establish an enterprise of your own.

YOU MIGHT...

- Aspire to lead a business or military organization, or captain a starship.
- Have friends—and enemies—in unexpected places.
- Look for opportunities to talk your way out of fights.

OTHERS PROBABLY...

- Like you, or at least respect you.
- Ask for your help navigating complex social situations.
- Assume you like being in charge.

CLASS FEATURES

You gain these abilities as an envoy. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude
Expert in Reflex
Expert in Will

SKILLS

Trained in one of the following skills of your choice: Deception, Diplomacy, Intimidation
Trained in one skill based on your leadership style
Trained in a number of additional skills equal to 6 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

CLASS DC

Trained in envoy class DC

ENVOY ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, envoy directives, leadership style, envoy feat
2	Envoy feat, skill feat, skill increase
3	Adaptive talent, general feat, skill increase, wise to the game
4	Envoy feat, skill feat, skill increase
5	Ancestry feat, attribute boosts, improvised mastery, perception expertise, skill increase, weapon expertise
6	Envoy feat, skill feat, skill increase
7	Fortitude expertise, general feat, leader's confidence, skill increase, weapon specialization
8	Envoy feat, skill feat, skill increase
9	Adaptive talent, ancestry feat, envoy expertise, hidden agenda, skill increase
10	Attribute boosts, envoy feat, skill feat, skill increase
11	General feat, perception mastery, resolve, savvy improviser, skill increase
12	Envoy feat, skill feat, skill increase
13	Ancestry feat, light armor expertise, skill increase, tactician, weapon mastery
14	Envoy feat, skill feat, skill increase
15	Adaptive talent, attribute boosts, general feat, greater weapon specialization, legendary improvisation, reflex mastery, skill increase
16	Envoy feat, skill feat, skill increase
17	Ancestry feat, greater resolve, incredible senses, inscrutable, skill increase
18	Envoy feat, skill feat, skill increase
19	General feat, light armor mastery, silver tongue, skill increase
20	Attribute boosts, envoy feat, skill feat, skill increase

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ENVOY DIRECTIVES

Envoys encourage their allies with directives. A directive is an order that benefits allies who follow it. Envoy directives include a way for the envoy to lead by example by spending more actions for increased effects. Directives have the auditory or visual trait depending on how you inspire your allies.

You begin with one envoy directive. You can learn more directives through the envoy class, envoy class feats, and your leadership style. You can issue one directive a round. Unless otherwise stated, an envoy's directive and the benefits it grants last until the beginning of your next turn.

You gain the Get 'Em! envoy directive.

GET 'EM! ◆ TO ◆◆

DIRECTIVE ENVOY

You single out an enemy for you and your allies to focus your attacks on. Select an enemy within 60 feet that you can see. You and your allies gain a +1 status bonus to attacks against that target until the beginning of your next turn.

Lead by Example If you used two actions, Strike the target. You gain a status bonus to the damage roll equal to your Charisma modifier. Regardless of whether the Strike hits, you and your allies gain a +1 status bonus to damage on subsequent Strikes made against the enemy until the start of your next turn. Increase the damage by 1 at 5th, 10th, 15th, and 20th levels.

LEADERSHIP STYLE

Whether it comes naturally, or you trained for it, you've developed a personal style of leading others. At 1st level, select a leadership style. You become trained in the indicated leadership skill, you gain the indicated leadership perk, and know the associated leadership directive.

From the Front

You're most comfortable leading your allies from the front lines of battle while you fight alongside them. You might raise a shield to help weather the storm of incoming gunfire or simply lead with a pointed finger and a shout of encouragement as you run into the center of the enemy formation.

Leadership Skill Athletics

Leadership Perk You're trained in medium armor. When you gain light armor expertise, you also gain expert proficiency in medium armor, and when you gain light armor mastery, you also gain master proficiency in medium armor.

Leadership Directive Into Position!

INTO POSITION! ◆ TO ◆◆

DIRECTIVE ENVOY TRAVERSAL

You call on allies to get out of a threat's area or close on a threat. Select an enemy within 60 feet. Allies within the target's reach can Step as a reaction. Allies within 30 feet of you and not adjacent to the target can Stride as a reaction but must end closer to the target.

Lead by Example If you used two actions, Strike the target to focus their attention on you. The target takes a –1 circumstance penalty on attacks made against other creatures until the start of your next turn.

From the Shadows

You prefer to direct your allies in subtle ways, without drawing much attention from foes. You might sneak in behind your bodyguards or support your team from a safe distance.

Leadership Skill Stealth

Leadership Perk You gain Assurance (Stealth) as a bonus feat.

Leadership Directive Coordinated Ambush!

COORDINATED AMBUSH! ◆ TO ◆◆

DIRECTIVE **ENVOY**

With perfect timing, you call on hidden allies to take down an unsuspecting target. Designate an enemy creature within 60 feet and an ally within 60 feet. If the ally is hidden, undetected, or unnoticed to the target at the start of their turn, they treat the target as off-guard until the end of their turn instead of when they become visible to the target.

Lead by Example If you used two actions, Hide or Sneak. Until the start of your next turn, you can Strike the enemy target as a reaction the first time the ally you targeted attacks your designated enemy.

Guns Blazing

You lead your team by making an impression with firepower. Your bombastic personality has a barrage of gunfire to back it up, and you always shoot first.

Leadership Skill Acrobatics

Leadership Perk You gain Incredible Initiative as a bonus feat.

Leadership Directive Ready Arms!

READY ARMS! ◆ TO ◆◆

DIRECTIVE **ENVOY**

With quick commands, you get your allies to ready their equipment. You and all allies within 30 feet can Interact to draw, Switch Hands, or swap weapons as a reaction.

Lead by Example If you used two actions, you can Strike, Area Fire, or Auto-Fire with a weapon you drew or swapped to (including by changing active set of hands). If your Strike hits or if a target failed its save against your Area Fire or Auto-Fire, one ally can make a Strike against the same target as a reaction.

In the Spotlight

Whether through conversation, clever lies, dazzling performances, or threats, you rely on charm and cunning to influence others. You crave being in the spotlight.

Leadership Skill Performance

Leadership Perk You gain Impressive Performance as a bonus feat.

Leadership Directive Dance Partner!

DANCE PARTNER! ◆ TO ◆◆

DIRECTIVE **ENVOY** **TRAVERSAL**

Every good performer needs an accompanying act. Nominate yourself and an ally within 10 feet. Stride or Step, then your ally can Stride or Step as a reaction as long as they end the same distance or closer to you than they started.

Lead by Example If you used two actions, you and your selected ally count any enemies that you both threaten as being flanked, regardless of your relative positions, until the start of your next turn. Your ally becomes concealed against ranged Strikes made by creatures within 10 feet until the start of your next turn or the ally moves, whichever comes first.

Infosphere Director

You control the flow of information, playing a critical role during a battle or while planning your next mission. You might give commands through a comm unit or datapad or using telepathic communication.

Leadership Skill Computers

Leadership Perk You gain Digital Diversion as a bonus feat.

Leadership Directive Digital Assessment!

DIGITAL ASSESSMENT! ◆ TO ◆◆

DIRECTIVE **ENVOY**

A quick check of your records and local infospheres lets you quickly disseminate information to your allies. Choose a creature within 100 feet and Recall Knowledge about the target. When you succeed at identifying your target with Recall Knowledge, you note a resistance or immunity in the creature's defenses in addition to any other benefits.

Lead by Example If you used two actions, you Strike the target. You and your allies gain a +1 circumstance bonus to AC against attacks made by the target until the start of your next turn. If the target has the tech trait, it must attempt a Fortitude save against your class DC. On a failure, the target becomes glitching 1. The target is then immune to Digital Assessment for 1 hour.

Through Desperate Times

You step up to lead during difficult times. You might have experienced a traumatic event, perhaps escaping a pirate ship during a mutiny, or you fought in some notorious battle. Your allies trust your instincts, knowing you'll keep them safe.

Leadership Skill Medicine

Leadership Perk You gain Battle Medicine as a bonus feat.

Leadership Directive Keep On Keeping On!

KEEP ON KEEPING ON! ◆ TO ◆◆

DIRECTIVE **ENVOY**

You push your allies to continue fighting despite their injuries. Select an ally within 30 feet. Until the start of your next turn, that ally increases the next healing they receive by an amount equal to your Charisma modifier plus half your level.

Lead by Example If you used two actions, you Battle Medicine the target, and the target only becomes immune to Battle Medicine for the next 10 minutes instead of 1 day.

ENVOY FEATS

At 1st level and every even-numbered level, you gain an envoy class feat. These begin on page 108.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

SKILL INCREASES 2ND

You gain more skill increases than members of other classes. At 2nd level and every level thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in or to become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ADAPTIVE TALENT 3RD

You're quick thinking and adaptable, capable of picking up new skills and talents with little practice or training. During your daily preparations, select one skill feat that you meet the prerequisites for. You gain this skill feat until you prepare again. Since you have this feat temporarily, you can't use it as a prerequisite for a permanent character option. You can use this for effects that temporarily give you access to other abilities, such as taking Multilingual to temporarily learn a new language.

As your envoy level increases, so does your ability to adapt to new situations. At 9th level and 15th level, increase the number of skill feats you gain this way by 1. You can use feats that you temporarily gain through adaptive talent as a prerequisite for other feats that you temporarily gain through adaptive talent, but you still can't use them as prerequisites for permanent character options.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

WISE TO THE GAME 3RD

Using your words to influence others is what you do, and you easily recognize when others attempt to use the same tactics against you. You gain a +1 status bonus to your Perception DC against attempts to Feint or Lie to you and attempts to divert your attention with Create a Diversion, and a +1 status bonus to your Will DC against emotion effects.

ANCESTRY FEATS 5TH

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

IMPROVISED MASTERY 5TH

Whether by luck or instinct, you display impressive talent on the fly. You gain the Improvised Mastery action.

IMPROVISED MASTERY ⤾

ENVOY

Frequency once per day

Trigger You're about to attempt a skill check using a skill that you don't have master proficiency in, and you haven't rolled yet.

You trust your instincts to see you through. You gain master proficiency with the triggering skill for the skill check.

PERCEPTION EXPERTISE 5TH

You have a keen eye for details and always manage to remain alert to threats around you. Your proficiency rank for Perception increases to expert.

WEAPON EXPERTISE 5TH

You've learned a few tricks with your weapons. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. Whenever you attack the target of your Get 'Em!, you gain access to the critical specialization effects of all weapons for which you have expert proficiency.

FORTITUDE EXPERTISE 7TH

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

LEADER'S CONFIDENCE 7TH

Whether you're calm and collected or projecting confidence through gritted teeth, you don't let your team see you lose your cool. You gain the Steel Yourselves! envoy directive.

STEEL YOURSELVES! ◆ TO ◆◆

DIRECTIVE | ENVOY | HEALING

Frequency once per hour

You encourage your allies to brace for impact or otherwise prepare for incoming damage. Allies within 60 feet who can sense you can spend 1 action on their turn to Brace For Impact. This action has the concentrate trait. Creatures that Brace for Impact gain temporary Hit Points equal to your Charisma modifier + your half your level for 1 minute.

Lead by Example If you spends two actions, you Brace For Impact. You and any ally who Braces for Impact before the start of your next turn also gain a +1 status bonus to saving throws against effects that deal damage for 1 minute.

WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 damage if you're a master, and 4 damage if you're legendary.

ENVOY EXPERTISE 9TH

You've come a long way, and your hands-on experience has improved your skills. Your proficiency rank for your envoy class DC increases to expert.

HIDDEN AGENDA 9TH

You've become an expert at veiling your schemes. When a creature rolls a critical success to Sense Motive against you, or a skill check to Gather Information or Recall Knowledge about your secrets, they get a success instead. When you roll a critical failure on a saving throw against an effect or ability that would read or reveal your thoughts, emotions, or intentions, magically or otherwise, you get a failure instead.

PERCEPTION MASTERY 11TH

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

RESOLVE 11TH

You've strengthened your mind with an inner reservoir of determination. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

SAVVY IMPROVISER 11TH

You can use Improvised Mastery twice per day. Additionally, the first time per day when you roll a natural 1 on a Deception, Diplomacy, or Intimidation check, you don't automatically reduce your degree of success (you get a critical failure only if your result is 10 lower than the DC).

LIGHT ARMOR EXPERTISE 13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

TACTICIAN 13TH

When you aren't directing allies, you focus on a situation's shifting circumstances, readying to react. At the end of each of your turns, you gain one additional reaction, which you can use before the beginning of your next turn for any envoy reaction.

WEAPON MASTERY 13TH

You know your weapons like you know yourself. Your proficiency ranks for simple and martial weapons and unarmed attacks increase to master.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

LEGENDARY IMPROVISATION 15TH

Your improvisation skills have dramatically improved. Improvised Mastery triggers on skill checks using a skill that you don't have legendary proficiency in, rather than master proficiency, and it grants you legendary proficiency for the triggering check, rather than master proficiency.

REFLEX MASTERY 15TH

You've learned to move quickly to avoid explosions, dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

GREATER RESOLVE 17TH

Your ambition and stubbornness grant you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success instead. When you roll a critical failure on a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

INCREDIBLE SENSES 17TH

You notice things that are almost impossible for an ordinary person to detect. Your proficiency rank for Perception increases to legendary.

INSCRUTABLE 17TH

It's nigh impossible for your enemies to unravel your schemes or your long-term plans. When a creature rolls a critical success or success on a Perception check to Sense Motive against you, or on a skill check to Gather Information or Recall Knowledge about your secrets, they get a failure instead. When you roll a critical failure or failure on a saving throw against an effect or ability that would read or reveal your thoughts, emotions, or intentions, you get a success instead.

KEY TERMS

You'll see the following terms in envoy class features.

Directive: Actions with this trait are special orders that provide benefits for your allies if they follow them. Your allies must be able to sense you to benefit from your directives. This action has the auditory or visual trait depending on how you inspire your allies.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

LIGHT ARMOR MASTERY 19TH

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

SILVER TONGUE 19TH

Your savvy and skill are unparalleled. No matter the situation, you quickly course correct to set the tone you need to succeed. You gain the following action.

SILVER TONGUE ◇

ENVOY | FORTUNE

Frequency once per day per skill

Trigger You roll a skill check for any of the following skills you're legendary in: Deception, Diplomacy, Intimidation, or your leadership skill.

You can reroll the triggering skill check and use the better result.

ENVOY FEATS

At every level that you gain an envoy feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

GO TO GROUND! ◆ TO ◆◆ FEAT 1

DIRECTIVE | ENVOY

You succinctly direct your allies to find cover by any means necessary. You and all allies within 60 feet count any form of lesser cover as standard cover until the start of your next turn.

Lead by Example If you used two actions, Take Cover. Any allies within 60 feet can Take Cover as a reaction.

PARDON ME FEAT 1

ENVOY | MENTAL

Prerequisites trained in Deception

You distract your foes with a clever comment as you maneuver around them. You can use Deception instead of Acrobatics to Tumble Through using the target's Will DC instead of Reflex DC. When you successfully Tumble Through using Deception, the foe whose space you passed through is suppressed until the end of its next turn.

QUIP ⟲ FEAT 1

ENVOY

Prerequisites trained in Intimidation

Trigger A creature within 30 feet is damaged by an ally's Strike.

You follow up on your ally's success by hurling a cunning, well-timed taunt at a foe they wounded. Attempt to Demoralize the triggering creature.

SIZE UP FEAT 1

CONCENTRATE | ENVOY | EXPLORATION

Frequency once per hour

You spend 1 minute observing a specific individual, 10 minutes researching a specific individual on the infosphere, or 1 hour networking and gathering information. This subject is your asset. If you assess your asset via observation, you don't need to know their identity, but if you assess your asset via research or networking, you must know their identity, which requires at least two relevant pieces of information about them. Examples of relevant information could include their name, their place of origin, their current residence, the name of their parent or significant other, their employer, or their organizational affiliation. The GM determines what constitutes relevant information for this purpose, based on the asset you've selected.

You gain a +1 circumstance bonus to Deception, Diplomacy, Intimidation, and Perception checks against or in relation to your asset, and a +1 circumstance bonus to attempts to Recall Knowledge about your asset.

You gain the benefits of the 2-action Get 'Em! when using 1-action Get 'Em! on an asset.

You can maintain a number of assets equal to your Charisma modifier. If you Size Up other assets after that, your new asset replaces a previous one.

TAKE 'EM ALIVE! ◆ TO ◆◆ FEAT 1

DIRECTIVE | ENVOY

You urge your allies to take down your enemies without incurring any loss of life. Until the beginning of your next turn, you and your allies can add the nonlethal trait (page 399) to your attacks with weapons (without taking the normal penalty), and to your spells that deal damage and don't have the death or void trait.

Lead by Example If you used two actions, Strike a target with a nonlethal attack. On a success, you gain a status bonus to damage equal to your Charisma modifier. On a critical success, an ally within 30 feet can Strike the target as a reaction using a nonlethal attack.

WATCH OUT ⟲ FEAT 1

CONCENTRATE | ENVOY

Trigger A creature targets an ally within 60 feet with an attack, and you can see both the attacker and your ally.

You signal a warning to your ally, granting them a +2 circumstance bonus to AC against the triggering attack.

ENVOY FEATS BY NAME

Use this table to look up envoy feats by name.

Feat	Level
Acquire Asset	2
Change of Plans	2
Cheer Up	8
Confounding Disquisition	8
Cut ‘Em Deep	10
Dirty Retort	6
Distant Feint	6
Diverse Schemes	4
Don’t You Die on Me	2
Down to the Wire	14
Effortless Influencer	16
Endlessly Adaptive	20
Extend Directive	16
Fast Synergy	18
Get in There!	2
Get Them!	16
Go to Ground!	1
Got ‘Em!	10
Hang in There	6
Hurry	6
Improvised Legend	18
Influence	4
Look Alive	8
Master Plan	14
Not in the Face	4
Pardon Me	1
Quip	1
Ready to Roll	14
Saw it Coming	4
Search High and Low!	2
Secondary Directive	12
Size Up	1
Sidestep	8
Situational Awareness	12
Smooth Diversions	10
Tag Team	10
Take ‘Em Alive!	1
That’ll Show ‘Em	12
True Leader	20
Unstoppable Directives	12
Watch Out	1
You Can Do It	14

2ND LEVEL

ACQUIRE ASSET ◆ FEAT 2

ENVOY | FLOURISH

Prerequisites Size Up

You assess a foe while in the thick of battle by observing their reactions to your attack. Make a melee or ranged Strike against a creature that isn’t your asset. On a hit, your target becomes your asset as if you’d used Size Up. On a critical hit, you can also immediately attempt a check to Recall Knowledge about the target.

CHANGE OF PLANS ⤾ FEAT 2

ENVOY

Trigger The target of your Get ’Em! is reduced to 0 Hit Points.

Requirements You used Get ’Em! against a creature on your last turn.

When the target you directed your allies to take down falls unconscious or is destroyed, you quickly direct them at another target. You use Get ’Em! against a new target following all the normal targeting restrictions for Get ’Em! You don’t count as leading by example against this new target.

DON’T YOU DIE ON ME ◆ FEAT 2

EMOTION | ENVOY | MENTAL

You encourage your ally to hang on and keep going, despite life-threatening wounds or other serious injuries that might take them out. Select an adjacent dying ally. Reduce the target’s dying value by 1. If this would reduce their dying value to 0, they lose the dying condition, don’t increase their wounded condition, and remain unconscious. The targeted ally then becomes temporarily immune to Don’t You Die on Me for 1 hour.

GET IN THERE! ◆ TO ◆◆ FEAT 2

DIRECTIVE | ENVOY | TRAVERSAL

You urge your allies to hustle into the fight or to get out of the way. Until the beginning of your next turn, you and your allies within 100 feet who can sense you gain a +5-foot status bonus to Speed. As your envoy level increases, increase the bonus by an additional 5 feet at 7th level, 12th level, and 17th level.

Lead by Example If you used two actions, Step or Stride. Each of your allies within 100 feet who can sense you can immediately Step or Stride up to half their Speed (rounded down to the nearest 5 feet) as a reaction.

SEARCH HIGH AND LOW! ◆ TO ◆◆ FEAT 2

DIRECTIVE | ENVOY

You alert your allies to look for enemies and hidden things in a stressful situation, coordinating their efforts so they can do so more efficiently. Until the beginning of your next turn, you and your allies gain a +2 circumstance bonus to Perception checks to Seek. As your envoy level increases, increase the bonus to +3 at 7th level, +4 at 12th level, and +5 at 17th level.

Lead by Example If you used two actions, Seek. Each of your allies within 100 feet who can sense you can also immediately Seek as a reaction.

Sample Envoy

INFLUENCER

You're a charming tech wiz, giving commands using a datapad or telepathic communications.

Attributes

Prioritize Charisma. Dexterity, Intelligence, and Constitution round out your abilities and defenses.

Skills

Computers, Deception, Diplomacy, Society, Tech Lore

Leadership Style

Infosphere Director

Feats

Size Up (1st), Acquire Asset (2nd), Influence (4th), Smooth Diversions (10th)

4TH LEVEL

DIVERSE SCHEMES FEAT 4

ENVOY

Prerequisites Size Up

You're an efficient multitasker, and you always have more than one goal in mind or scheme on the go. You can maintain twice your Charisma modifier of assets.

NOT IN THE FACE ↩ FEAT 4

EMOTION ENVOY MENTAL

Prerequisites trained in Deception

Trigger A creature targets you with a melee attack.

You wave your arms to shield your face from harm and cower, acting meek and pitiful. Attempt a Deception check against the triggering creature's Will DC. The triggering creature is then immune to Not in the Face for 1 hour.

Critical Success Your attacker has second thoughts about harming you and is thoroughly thrown off. It takes a –2 status penalty to attack and damage rolls against you until the start of its next turn.

Success Your attacker is thrown off. It takes a –1 status penalty to attack rolls against you until the start of its next turn.

Failure Your attacker is temporarily thrown off. It takes a –1 circumstance penalty to the triggering attack roll.

Critical Failure Your attacker is unaffected.

INFLUENCE ↩ FEAT 4

ENVOY

Frequency once per day

Trigger You're about to roll a Deception, Diplomacy, or Intimidation check, but you haven't rolled yet.

With masterful timing and a careful choice of words, you can manipulate the emotions and thoughts of others. You roll the triggering Deception, Diplomacy, or Intimidation check twice, and use the higher result.

SAW IT COMING ◇ FEAT 4

ENVOY TRAVERSAL

Trigger You're about to roll initiative.

You read the demeanor, body language, and instinctive tics of your foes as easily as you read a comm unit, allowing you to react a moment before those around you and gain an edge in the coming battle. You gain a +1 circumstance bonus to your initiative roll, and you can immediately do one of the following: Interact to draw a weapon, Step, or Stride.

6TH LEVEL

DIRTY RETORT ↩ FEAT 6

ENVOY

Trigger A creature misses you with a melee Strike.

You turn the tables on your attacker, using underhanded tactics to temporarily hinder it, such as throwing dirt in its eyes, shining a light in its face, pulling its coat over its head, or otherwise being a meddlesome nuisance. The triggering creature becomes your choice of clumsy 1 or enfeebled 1 until the end of its next turn.

DISTANT FEINT FEAT 6

ENVOY

You're an incredible actor, and you can use your over-the-top bits and dramatic gestures to throw a foe off its game. If you're wielding a ranged weapon, you can Feint against an opponent at a range of 100 feet, rather than just within melee reach. If you succeed, the opponent is off-guard against your melee and ranged attacks, rather than only your melee attacks.

HANG IN THERE ◆ FEAT 6

ENVOY HEALING

Prerequisites expert in Diplomacy

You encourage yourself or an ally, psyching them up for a coming challenge and granting them temporary Hit Points. Choose yourself or an ally within 30 feet, then attempt a DC 20 Diplomacy check. If you have master proficiency in Diplomacy, you can instead attempt a DC 30 Diplomacy check to increase the temporary Hit Points gained on a successful check by 5. If you have legendary proficiency, you can instead attempt a DC 40 Diplomacy check to increase the temporary Hit Points gained on a successful check by 10. These temporary Hit Points last for 1 minute. The target is then temporarily immune to your Hang in There for 1 day.

Critical Success The target gains temporary Hit Points equal to double their level plus your Charisma modifier.

Success The target gains temporary Hit Points equal to their level plus your Charisma modifier.

Failure The target is unaffected, and you can't use Hang in There again for 1 minute.

Critical Failure The target is unaffected, and you can't use Hang in There again for 1 hour.

HURRY ◆ FEAT 6

ENVOY MENTAL TRAVERSAL

You urge an ally to pick up the pace and contribute more to the events happening around them. One ally within 30 feet who can sense you becomes quickened for 1 round. They can use the extra action to Interact, Step, or Stride. The target is then temporarily immune to Hurry for the next 10 minutes.

8TH LEVEL

CHEER UP ◆ FEAT 8

ENVOY HEALING

Prerequisites trained in Medicine

You encourage an adjacent ally to overcome their minor ailments by patting them on the back, providing them useful advice, or offering some form of comfort or inspiration. The target reduces the value of one of the following conditions of their choice by 2: clumsy, enfeebled, frightened, sickened, stupefied. The target then becomes temporarily immune to Cheer Up for 1 day.

CONFOUNDING DISQUISITION ◆◆ FEAT 8

ENVOY MENTAL

Prerequisites trained in Deception or Diplomacy

You attempt to enthrall a foe with a convoluted and utterly pointless monologue that leaves your audience dumbfounded. Attempt a Deception or Diplomacy check against the Will DC of a single creature within 30 feet. The target is then temporarily immune to your Confounding Disquisition for 1 day.

Critical Success The target is stunned 1 and is stupefied 1 for 1 round.

Success The target is stupefied 1 for 1 round.

Failure The target takes a –1 status penalty to Perception checks and Will saves for 1 round.

Critical Failure The target is unaffected.

LOOK ALIVE FEAT 8

ENVOY TRAVERSAL

Prerequisites Watch Out

You warn your ally to move away from danger. You can use Watch Out before an ally in range attempts a Reflex save in addition to its original trigger. If you do, the circumstance bonus applies to their Reflex save against the triggering effect.

When you use Watch Out and the triggering attack fails or critically fails, or your ally succeeds or critically succeeds at the saving throw, your ally can also Stride up to 10 feet as a free action.

SIDESTEP ⤾ FEAT 8

ENVOY

Trigger The attack roll for a Strike targeting you fails.

You deftly step out of the way of an attack, letting the blow continue to the creature next to you. You redirect the attack to a creature of your choice that's adjacent to you and within range or reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

10TH LEVEL

CUT 'EM DEEP FEAT 10

ENVOY

Prerequisites master in Intimidation

Your insults and threats almost always hit the mark. When you roll a failure on a Demoralize action, you get a success instead. You can still critically fail.

When you successfully Demoralize the target of your Get 'Em!, the target doesn't become immune to your further attempts to Demoralize them.

GOT 'EM ◇ FEAT 10

ENVOY

Frequency once per round

Trigger An ally's Strike hits the target of your Get 'Em!

You provide a quick follow-up to your ongoing directive, encouraging your ally when they successfully hit your designated target. Your ally gains a status bonus to damage equal to your Charisma modifier.

SMOOTH DIVERSIONS — FEAT 10

ENVOY

Prerequisites master in Deception

You're practiced in the art of diverting attention quickly and subtly. When you succeed at an attempt to Create a Diversion, you can immediately Sneak or Step as a free action.

Additionally, creatures only become aware you were trying to trick them if you critically fail to Create a Diversion. Otherwise the creature assumes that your diversion was part of your regular bravado.

TAG TEAM ⤾ — FEAT 10

ENVOY

Trigger The target of your Get 'Em! is critically hit by an ally's attack or critically fails a Reflex save against an ally's attack or spell.

You seize the opening your ally has provided, quickly attacking your foe. Make a Strike against the triggering creature. If it's a ranged Strike, it must be in your weapon's first range increment. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

12TH LEVEL

SECONDARY DIRECTIVE ◆ — FEAT 12

ENVOY FLOURISH

Requirements Your last action this turn was issuing a 2-action directive.

You follow-up your issued directive with an understood order by attacking a notable foe. Make a Strike. If the Strike hits, the target is affected by a 1-action Get 'Em.

SITUATIONAL AWARENESS ◆◆ — FEAT 12

ENVOY

You Ready a directive. If the trigger you designated occurs before the start of your next turn, you can use the 2-action version of the directive instead of the 1-action.

THAT'LL SHOW 'EM — FEAT 12

ENVOY

Prerequisites Watch Out

When you warn an ally of an attack, you follow up with a shot at your enemy. The first time each round you use your Watch Out reaction, you can make a melee or ranged Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. If you hit, your target is suppressed until the start of its next turn.

UNSTOPPABLE DIRECTIVES — FEAT 12

ENVOY

Your confidence is a battery that keeps your allies going. When you use a directive that grants temporary Hit Points, increase the temporary Hit Points by your level. When you use a directive that doesn't grant temporary Hit Points, you can grant one ally affected by that directive temporary Hit Points equal to half your level. These temporary Hit Points last for 1 minute.

14TH LEVEL

DOWN TO THE WIRE ⤾ — FEAT 14

ENVOY

Trigger The final action on your turn is a 1-action directive.

You act quickly to show your teammates exactly how it's done. Resolve the directive you just issued as though it was a 2-action version instead of the 1-action that you used.

MASTER PLAN — FEAT 14

ENVOY

During your daily preparations, you can review stratagems with up to five allies. Later, you can quickly advise each of these allies on your schemes using the reaction below.

New Plan ⤾ (fortune, linguistic) **Trigger** An ally you reviewed stratagems with is about to attempt an attack roll or skill check; **Effect** The ally rolls the triggering check twice and takes the better of the two results. That ally then becomes temporarily immune to your New Plan until your next daily preparations.

READY TO ROLL ◇ — FEAT 14

ENVOY

Trigger You roll initiative.

You instinctively react to trouble by directing your allies to act at the exact moment their intervention would matter most. Issue a 1-action directive.

YOU CAN DO IT ◆ — FEAT 14

ENVOY FLOURISH MENTAL

Requirements Your last action was a 1-action directive.

You motivate an ally within 60 feet to lead by example. As a free action, that ally can immediately perform the lead by example actions of your last action, gaining any benefits and using any abilities that would normally be used as if you used two-actions to issue the direction. Use your Charisma modifier instead of your ally's when determining any relevant benefits, such as the status bonus to damage for Get 'Em!

16TH LEVEL

EFFORTLESS INFLUENCER — FEAT 16

ENVOY

Prerequisites Influence

You've become such a master manipulator that spotting an opening to ply your influence has become second nature. The frequency of Practiced Influencer increases to three times per day. Furthermore, when you succeed at a check with Deception, Diplomacy, or Intimidation, allies within 60

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05
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500
930

feet who witnessed your success gain a +1 status bonus to the next check they attempt with that skill within 1 minute (or a +2 bonus if your check was a critical success).

EXTEND DIRECTIVE ◇ FEAT 16

ENVOY

Trigger Your turn begins, and you issued a 2-action directive on your last turn.

With exceptional flair, you can repeat your orders with a single word or gesture. You immediately issue the 1-action version of the directive that you issued on your previous turn.

GET THEM! FEAT 16

ENVOY

When you use Get 'Em!, you can choose any number of enemies within range instead of a single target (you still only Strike one target if you spent 2 actions).

18TH LEVEL

FAST SYNERGY FEAT 18

ENVOY

People follow your lead because you help push them to their ultimate potential. Each of your allies gain a second reaction if they start their turn within 100 feet of you and can perceive you. This second reaction can only be used for directives you issue.

IMPROVISED LEGEND ◇ FEAT 18

ENVOY

Prerequisites Improvised Mastery

You can use Improvised Mastery once per hour, rather than twice per day.

20TH LEVEL

ENDLESSLY ADAPTIVE FEAT 20

ENVOY

Prerequisites adaptive talent

Your varied life experiences let you adapt to nearly any situation. When you gain skill feats using adaptive talent, you gain two additional skill feats. In addition, you can adapt to the day's challenges by spending 10 minutes to plan. If you do, you can reselect the feats chosen with adaptive talent as if you'd made your daily preparations. You can't trade out feats with limited-use abilities that you've already used that day.

TRUE LEADER FEAT 20

ENVOY

You've worked with a team for so long that you've learned to convey orders with a glance, a single word, or the tiniest flick of your hand (or suitable appendage, depending on ancestry). Once per turn, you can issue a 1-action envoy directive as a free action. This directive doesn't count toward your total number of directives issued this turn.

MYSTIC

You're a conduit, channeling the fundamental forces that connect and bind everything in the cosmos. You can draw upon this supernatural wellspring to form deep spiritual bonds with your allies, empower them in combat, and restore their health should they become injured. Your powers take unique shape based on the connection you choose, granting new and more powerful spells as you explore your connection on a deeper level.

KEY ATTRIBUTE

Wisdom

At 1st level, your class gives you an attribute boost to Wisdom.

HIT POINTS

6 + Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You cast powerful spells that blast enemies and empower allies. You heal allies you share a bond with by drawing on your vitality network.

DURING SOCIAL ENCOUNTERS...

Your connection shapes your perspective on the world and the way you approach problems. When a disagreement erupts between bonded members, you're often the one to help them talk through their problems.

WHILE EXPLORING...

You search for traces of magic and notice details relevant to your connection.

IN DOWNTIME...

You reflect on your connection to deepen your understanding. You spend time with your bonded allies, perhaps working on the same side hustle, going on a hike together, or forming a guild in your favorite vidgame.

YOU MIGHT...

- Know more about the other members of your party than anyone else.
- Have insights into the nature of your connection that others find unorthodox.
- Have strange visions about fundamental forces.

OTHERS PROBABLY...

- Think of you as the heart of your party.
- View your bond as a closed clique or think you're trying to recruit them.
- Assume you view the universe through the lens of your connection.

CLASS FEATURES

You gain these abilities as a mystic. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in one skill determined by your connection
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

SPELLS

Trained in spell attack modifier
Trained in spell DC

CLASS DC

Trained in mystic class DC

MYSTIC ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, connection, initial epiphany, mystic bond, vitality network, mystic spellcasting, spell repertoire
2	Mystic feat, skill feat
3	2nd-rank spells, general feat, group chat, reflex expertise, signature spells, skill increase
4	Mystic feat, skill feat
5	3rd-rank spells, ancestry feat, attribute boosts, fortitude expertise, skill increase
6	Mystic feat, skill feat
7	4th-rank spells, expert spellcaster, general feat, skill increase
8	Mystic feat, skill feat
9	5th-rank spells, ancestry feat, resilient soul, skill increase
10	Attribute boosts, mystic feat, skill feat
11	6th-rank spells, general feat, perception expertise, skill increase, weapon expertise
12	Mystic feat, skill feat
13	7th-rank spells, ancestry feat, armor expertise, skill increase, weapon specialization
14	Mystic feat, skill feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Mystic feat, skill feat
17	9th-rank spells, ancestry feat, skill increase
18	Mystic feat, skill feat
19	General feat, legendary spellcaster, perfect harmony, skill increase, transcendence
20	Attribute boosts, mystic feat, skill feat

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

CONNECTION

All mystics have a supernatural connection with a cosmic force that grants magical powers. The exact nature of your connection can vary widely—you might worship a god or pantheon, embody a metaphysical concept, become a conduit for nature's wrath, or something else. Even mystics who share the same connection might interpret the source of their powers differently. At 1st level, choose your connection. Your chosen connection determines the type of spells you cast and the spell tradition you choose spells from, your additional trained skill, the epiphanies you learn, and a harmony that usually grants creatures a special benefit when you heal them with your vitality network.

INITIAL EPIPHANY

You discover the basic truth of your connection. You learn your chosen connection's initial epiphany spell. Epiphany spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to spend time with your bonded allies or otherwise ponder the nature of your connection.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. Focus Points are described on page 296.

MYSTIC BOND

You form a bond between yourself and others, most typically your closest companions. Forming bonds is different for every mystic but always involves using a 10-minute activity related to the mystic's connection that requires you to be adjacent to the creature with whom you wish to bond. You can maintain a bond with up to 10 other willing creatures, and the bond lasts until you or the bonded creature are no longer willing to be part of the bond. You are always considered part of your own bond and don't count toward the 10-creature limit.

You always know the general distance and direction toward other bonded creatures, their Hit Point totals, and if they're conscious, unconscious, dying, or dead. This ability doesn't work across planes (including when in transit in the Drift), and some special magical or technological effects might interfere with your ability to detect your allies.

VITALITY NETWORK

Your soul supports a network of energy that connects and heals those in your bond. Your vitality network has a maximum capacity equal to 6 + 4 Hit Points per level. You gain the Transfer Vitality action that you can use to take Hit Points out of your network and into yourself or your allies as healing.

Life-and-death situations help strengthen your bonds with your allies. At the start of each turn in combat, when you regain actions, your vitality network regains 4 Hit Points; if you're master in spell DC, it regains 6 Hit Points instead; if you're legendary, it regains 8 Hit Points. When you Refocus, your vitality network regains all its Hit Points.

TRANSFER VITALITY ◆

CONCENTRATE **HEALING** **MYSTIC**

You can transfer up to 10 Hit Points (minimum 1) from your vitality network into yourself or a bonded creature you can sense within 60 feet. This works on creatures with void healing as though this action had the void trait. The amount you can transfer increases by 10 at 5th, 10th, 15th and 20th level.

MYSTIC SPELLCASTING

You are a spellcaster and can cast spells using the Cast a Spell activity (see Casting Spells on page 298). As a mystic, when you cast spells, you might intone a prayer or hum a song inspired by your epiphanies, you might gesture or dance in patterns that follow the flow of your connection's network, and you might accompany your spellcasting with wisps of energy flowing between you and your bonded allies.

Each day, you can cast up to three 1st-rank spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a mystic, your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the Mystic Spells per Day table on page 119.

Some of your spells require you to attempt a spell attack to see how effective they are or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Wisdom, your spell attack modifiers and spell DCs use your Wisdom modifier. Details on calculating these statistics appear on pages 394–395.

Heightening Spells

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they're heightened to certain ranks. The signature spells class feature lets you heighten certain spells freely.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest rank of mystic spell slot you have. For example, as a 1st-level mystic, your cantrips are 1st-rank spells, and as a 5th-level mystic, your cantrips are 3rd-rank spells.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank spells of your choice and four cantrips of your choice as well as an additional spell and cantrip from your chosen connection. You choose these from the common spells from the tradition corresponding to your chosen connection or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell rank.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Mystic Spells per Day on page 119), you add a spell of the same rank to your spell repertoire. When you gain access to a new rank of spells, your first new spell is always the spell granted by your chosen connection, but you can choose the other spells. At 2nd level, you select another 1st-rank spell; at 3rd level, you gain a new spell from your chosen connection and two other 2nd-rank spells, and so on. When you add spells, you might select a higher-rank version of a spell you already know so that you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

Swapping Spells in Your Repertoire

As you gain new spells in your spell repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same rank. This spell can be a cantrip, but you can't swap out epiphany spells or connection spells. You can also swap out spells by retraining during downtime.

MYSTIC FEATS 2ND

At 2nd level and every even-numbered level, you gain a mystic class feat. These begin on page 121.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

GROUP CHAT 3RD

Creatures in your bond can communicate telepathically while within 120 feet of one another. As long as two bonded creatures are on the same plane of existence and both are alive, they remain aware of one another's present state, general direction and distance from one another, and if they're conscious, unconscious, dying, or dead. You gain the Network Spell action.

NETWORK SPELL ◆

CONCENTRATE | MYSTIC | SPELLSHAPE

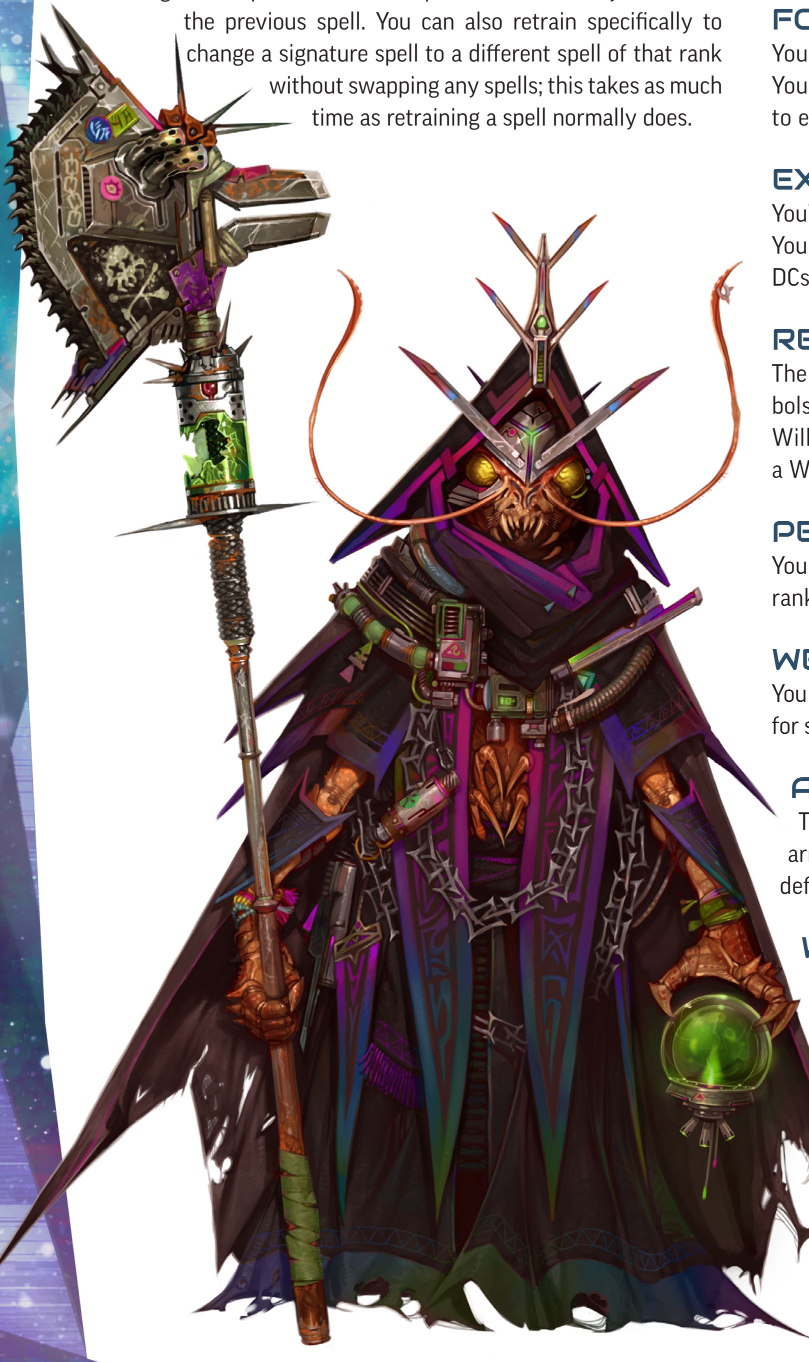
You channel your spell to manifest from one of your allies instead of yourself. If the next action you use is to Cast a Spell with an area, range, or target, the spell manifests from one of your bonded allies instead of yourself. Use the ally's space to determine the spell's source, range, and area of effect, but line of sight and line of effect must be met from both you and your ally when the spell is cast. While this might fool someone who only sees your ally, unless you're hidden or the spell has the subtle trait, any creature able to see both you and your ally can easily determine you're the source of the spell. If the spell has the subtle trait, you and your ally can Cast the Spell in a way that makes the ally appear to have cast it without that trait.

REFLEX EXPERTISE 3RD

Your connection blesses you with insight that helps you dodge danger. Your proficiency rank for Reflex saves increases to expert.

SIGNATURE SPELLS 3RD

You've learned to cast some of your spells more flexibly, granting you extra control over your spellcasting. For each spell rank you have access to, choose one spell of that rank to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-rank versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell rank at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that rank without swapping any spells; this takes as much time as retraining a spell normally does.



SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use an increase to either become trained in one skill you're untrained in or to increase your proficiency in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ANCESTRY FEATS 5TH

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry.

FORTITUDE EXPERTISE 5TH

Your physique has grown hardier from your adventures. Your proficiency rank for Fortitude saves increases to expert.

EXPERT SPELLCASTER 7TH

You've formed a more powerful bond with your connection. Your proficiency ranks for spell attack modifiers and spell DCs increase to expert.

RESILIENT SOUL 9TH

The links to your connection and your bonded companions bolster your soul against doubt. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

PERCEPTION EXPERTISE 11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

WEAPON EXPERTISE 11TH

You win battles with basic weapons. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

ARMOR EXPERTISE 13TH

The bonds you've forged protect you like supernatural armor. Your proficiency rank in light armor and unarmored defense increases to expert.

WEAPON SPECIALIZATION 13TH

You've learned to protect yourself and your allies with your weapons. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

MASTER SPELLCASTER 15TH

You channel magic through your connection. Your proficiency ranks for spell attack modifiers and spell DCs increase to master.

MYSTIC SPELLS PER DAY

		Spell Rank									
Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	3	–	–	–	–	–	–	–	–	–
2	5	4	–	–	–	–	–	–	–	–	–
3	5	4	3	–	–	–	–	–	–	–	–
4	5	4	4	–	–	–	–	–	–	–	–
5	5	4	4	3	–	–	–	–	–	–	–
6	5	4	4	4	–	–	–	–	–	–	–
7	5	4	4	4	3	–	–	–	–	–	–
8	5	4	4	4	4	–	–	–	–	–	–
9	5	4	4	4	4	3	–	–	–	–	–
10	5	4	4	4	4	4	–	–	–	–	–
11	5	4	4	4	4	4	3	–	–	–	–
12	5	4	4	4	4	4	4	–	–	–	–
13	5	4	4	4	4	4	4	3	–	–	–
14	5	4	4	4	4	4	4	4	–	–	–
15	5	4	4	4	4	4	4	4	3	–	–
16	5	4	4	4	4	4	4	4	4	–	–
17	5	4	4	4	4	4	4	4	4	3	–
18	5	4	4	4	4	4	4	4	4	4	–
19	5	4	4	4	4	4	4	4	4	4	1*
20	5	4	4	4	4	4	4	4	4	4	1*

*The transcendence class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

LEGENDARY SPELLCASTER 19TH

Magic flows through your every pore. Your proficiency ranks for spell attack modifiers and spell DCs increase to legendary.

PERFECT HARMONY 19TH

You discover the ultimate truth of your connection and its role as a foundation of the cosmos. You learn your chosen connection's perfect harmony.

TRANSCENDENCE 19TH

You're an embodiment of your connection and manifest your transcendence with miraculous spells. You gain a single 10th-rank spell slot and can prepare a spell in that slot using mystic spellcasting. Unlike with other spell slots, you can't use 10th-rank slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You don't gain more 10th-rank spells as you level up, but you can take the Transcended Existence feat (page 125) to gain a second slot.

CONNECTIONS

Your connection is a mystical force that grants you magic. It could come from a divine patron, manifestation of a primeval cosmic force, or some other mystery. Your connection determines your spellcasting tradition and grants you the trained proficiency rank in the listed connection skill. You automatically add your connection spells to your spell repertoire, as described in the spell repertoire class feature. You gain the initial epiphany at 1st level and can gain the advanced and greater epiphanies by selecting the Advanced Epiphany (page 123) and Greater Epiphany (page 124) feats. You gain your chosen connection's harmony at 1st level, which triggers whenever you Transfer Vitality, and your connection's perfect harmony at 19th level.

AKASHIC

You maintain a permanent psychic link to the Akashic Record, the supernatural repository of all knowledge in the multiverse. This connection allows you to access knowledge that otherwise would remain beyond the grasp of regular mortal minds.

Tradition occult; **Connection Skill** Occultism

Connection Spells cantrip: *scan environment*; 1st: *akashic download*; 2nd: *instant virus*; 3rd: *hypercognition*; 4th: *clairvoyance*; 5th: *wave of warning*; 6th: *truesight*; 7th: *death sentence*; 8th: *akashic revival*; 9th: *foresight*

Epiphany Spells initial: *akashic fount*; advanced: *akashic assistant*; greater: *data drain*

Harmony When you Transfer Vitality, the target receives a psychic download from the Akashic Record and can immediately attempt to Recall Knowledge as a reaction. This doesn't trigger any special abilities, reactions, or free actions that trigger when a creature uses Recall Knowledge.

Perfect Harmony You create an extradimensional memory palace that functions as *planar palace*. Creating a door to the demiplane takes 1 minute. The memory palace keeps the same layout each time you access it, adjustable

KEY TERMS

You'll see the following key terms in many mystic class features.

Spellshape: These actions tweak your spells. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Effects added by a spellshape action are part of the spell's effect, not of the spellshape action.

during daily preparations. Each phantasmal minion in your memory palace functions as an akashic assistant (like those created by the *akashic assistant* epiphany spell).

ELEMENTAL

You channel the raw power of the primordial elements that converge to create the Universe and everything in it. You might have a strong affinity with one or more elements, or maybe you visited one of the elemental planes and were touched by the journey. You gain the Shield Block general feat.

Tradition primal; **Connection Skill** Nature

Connection Spells cantrip: *recharge weapon*; 1st: *shifting surge*; 2nd: *resist energy*; 3rd: *levitate*; 4th: *wall of fire**; 5th: *elemental form*; 6th: *promession*; 7th: *absolute zero*; 8th: *earthquake*; 9th: *falling stars*

*Replace the elemental trait and damage type with the trait and damage type of your active *elemental weapon* or *elemental barrier* epiphany spells.

Epiphany Spells initial: *elemental weapon*; advanced: *elemental barrier*; greater: *elemental nova*

Harmony When you Transfer Vitality, choose an elemental trait: air, earth, fire, metal, water, or wood. If one or more of your elemental epiphanies are active, you must select the elemental trait you chose as part of casting those spells. Until the end of their next turn, the target's next Strike deals damage based on the chosen trait (your choice), rather than its typical damage type: electricity or sonic for air, bludgeoning or piercing for earth, acid or slashing for metal, fire for fire, bludgeoning or cold for water, or piercing or poison for wood.

Perfect Harmony During your daily preparations, choose an elemental trait (as listed in harmony). You gain resistance equal to half your level to both damage types associated with the element you selected. If you chose fire, you additionally gain resistance to cold. Whenever you heal a bonded ally with Transfer Vitality, the target gains these resistances until the beginning of your next turn.

HEALING

You're connected to the fount of vitality and void energy that flows through all living things on every planet. You weave these energies into spells that heal your allies and harm your enemies.

Tradition divine; **Connection Skill** Medicine

Connection Spells cantrip: *stabilize*; 1st: *heal*; 2nd: *false vitality*; 3rd: *entropy strike*; 4th: *genetic regeneration*; 5th: *breath of life*; 6th: *vampiric exsanguination*; 7th: *execute*; 8th: *moment of renewal*; 9th: *massacre*

Epiphany Spells initial: *infusion*; advanced: *vitality nova*; greater: *vital rebirth*

Harmony When you Transfer Vitality, attempt to counteract one affliction affecting the target, or attempt to counteract one effect of your choice imposing one of the following conditions on the target: blinded, clumsy, dazzled, deafened, enfeebled, sickened.

Perfect Harmony Add doomed, drained, paralyzed, and stunned to the list of conditions you can counteract with your harmony. In addition, if you didn't counteract the effect, but you would've if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

RHYTHM

You feel the song that moves the stars, channeling this cosmic beat through the power of audible rhythm and universal vibrations known by many as the Song of the Spheres. You might simply have a melody or tune in your mind that you feel compelled to share, beginning with the allies tied to your bond.

Tradition primal; **Connection Skill** Performance

Connection Spells cantrip: *summon instrument*; 1st: *motivating ringtone*; 2nd: *noise blast*; 3rd: *hypnotize*; 4th: *battle sonata*; 5th: *synaptic pulse*; 6th: *vibrant pattern*; 7th: *howl*; 8th: *uncontrollable dance*; 9th: *unfathomable song*

Epiphany Spells initial: *anthem*; advanced: *shuffle*; greater: *remix*

Harmony When you Transfer Vitality, you can extend the duration of any active epiphany from the rhythm connection by 1 round.

Perfect Harmony The first time each round you Transfer Vitality, the target who regained Hit Points can Stride as a free action. This has the traversal trait.

SHADOW

You know every shadow is a portal to the Netherworld, and like an artist molding clay, you sculpt that realm's shadowy substance into dreadful and wondrous shapes at your whim.

Tradition divine; **Connection Skill** Stealth

Connection Spells cantrip: *figment*; 1st: *grim tendrils*; 2nd: *invisibility*; 3rd: *slow*; 4th: *flicker*; 5th: *shadow blast*; 6th: *mislead*; 7th: *eclipse burst*; 8th: *disappearance*; 9th: *phantasmagoria*

Epiphany Spells initial: *shadow snap*; advanced: *cloying shadows*; greater: *shadow prison*

Harmony When you Transfer Vitality, the target's shadow darkens and swells, reducing bright light within a 10-foot emanation of the target to dim light. This is a form of magical darkness and can overcome non-magical light sources or attempt to counteract magical light as described on page 299. The target becomes concealed while in this dim light and can use the concealed condition to Hide. This lasts until the end of your next turn.

MYSTIC FEATS BY NAME

Use this table to look up mystic feats by name.

Feat	Level
Adaptive Defense	4
Advanced Epiphany	8
Bond Boost	2
Bond Spell	14
Cantrip Expansion	2
Cloud Storage	4
Conceal Spell	2
Convert Elemental Essence	12
Convert Illumination	12
Convert Information	12
Convert Life Force	12
Convert Tempo	12
Data Bond	10
Divine Bond	1
Effortless Concentration	16
Eldritch Bond	2
Enlightenment	20
Extended Vitality	4
Greater Epiphany	10
Infused Spell	14
Life Bond	10
Mental Interference	4
Mystic Luminary	6
Network Attunement	18
Network Shield	6
New Epiphany	6
Quickened Casting	10
Radiant Bond	6
Reach Spell	1
Realized Epiphany	18
Spot Healing	2
Syncretic Epiphany	16
Transcended Existence	20
Tripartite Mind	8
Vitality Web	16
Waste Not	4
Widen Spell	1
Wild Bond	2
Xenodruid Bond	1

Perfect Harmony You gain the Umbral Stride action. When you Transfer Vitality, the target can use this action once before the end of their next turn.

UMBRAL STRIDE ◆

DIVINE SHADOW TELEPORTATION

Frequency once per round

Requirements You're in dim light or darkness.

You can move between shadows as though you were taking a normal step. You teleport up to 30 feet. The destination must be in dim light or darkness and must be within your line of sight and line of effect.

MYSTIC FEATS

At every level that you gain a mystic feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

DIVINE BOND FEAT 1

MYSTIC

Prerequisites connection with divine spellcasting, you worship a deity

As a disciple of a god, you wield some of their divine power. You become trained in the listed divine skill associated with the deity and add the listed cleric spells (pages 35–39) to your spell list and spell repertoire as signature spells. If you were already trained in the listed divine skill, you instead become trained in another skill of your choice. You become bound by that deity's anathema and can receive that deity's divine sanctification.

REACH SPELL ◆ FEAT 1

CONCENTRATE MYSTIC SPELLSHAPE

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

WIDEN SPELL ◆ FEAT 1

CONCENTRATE MYSTIC SPELLSHAPE

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that's normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

XENODRUID BOND FEAT 1

MYSTIC

Prerequisites connection with primal spellcasting

You join a primal order of xenodruids with ties to nature and the biodiversity of the Universe, such as the Xenowardens. Choose one of the following xenodruid orders on page 122.

You become trained in the listed skill associated with the order and add the listed spells to your spell list and spell repertoire as signature spells. If you were already trained in

Sample Mystic

NEWBORN DISCIPLE

You worship the Newborn, a mysterious outer god of change, healing your allies with your eldritch magic.

Attributes

Focus on Wisdom, followed by Dexterity. Add to Constitution for more health and Strength to wield an aucturnite chakram.

Skills

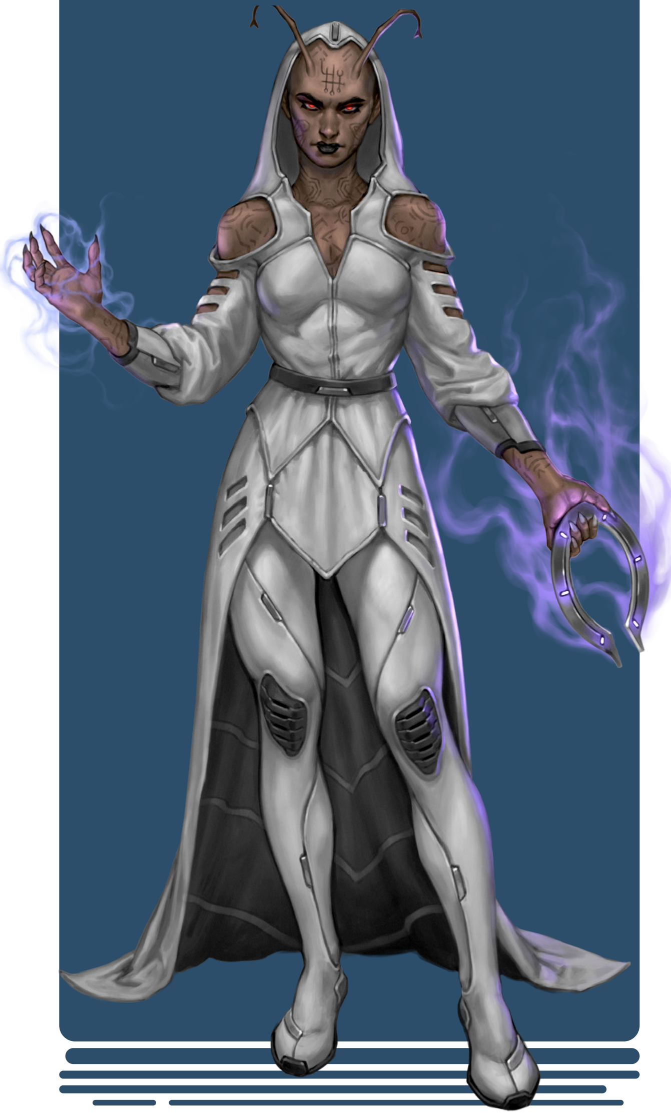
Athletics, Occultism, Medicine, Religion

Connection and Feats

Healing; Eldritch Bond (2nd), Mental Interference (4th), Vitality Web (16th)

Spell Repertoire

1st: *heal*, *mind skewer*, *mystic armor*; **Cantrips** *daze*, *eldritch lance*, *guidance*, *stabilize*



the listed skill, you instead become trained in another skill of your choice.

Order Animal; **Skill** Animal Lore; **Spells** 1st: *pest form*; 2nd: *animal form*; 5th: *carcinization*

Order Plant; **Skill** Plant Lore; **Spells** 1st: *summon plant or fungus*; 2nd: *verdant code*; 5th: *plant form*

Order Viral; **Skill** Genealogy Lore; **Spells** 1st: *detect poison*; 2nd: *instant virus*; 5th: *toxic cloud*

2ND LEVEL

BOND BOOST ↺ FEAT 2

MYSTIC

Trigger A bonded ally within 20 feet is about to roll a saving throw.

You channel a surge of energy through your bond, shielding your ally's body and mind. Your ally gains a +1 status bonus to the triggering saving throw. If they roll a success on the saving throw against a vitality or void effect, they get a critical success instead.

CANTRIP EXPANSION FEAT 2

MYSTIC

Study broadens your range of simple spells. Add two additional cantrips from your spell list to your repertoire.

CONCEAL SPELL ◆ FEAT 2

CONCENTRATE **MYSTIC** **SPELLSHAPE**

Through sheer mental effort, you can simplify the incantations and gestures needed to spellcast, leaving them barely noticeable. If the next action you use is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away your spellcasting. The trait hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

ELDRITCH BOND FEAT 2

MYSTIC

Prerequisites connection with occult spellcasting

You channel strange power from beyond this reality, granting creatures in your bond the power to reform their bodies into powerful, aberrant shapes. You gain the *eldritch bond* epiphany spell (page 377).

SPOT HEALING ↺ FEAT 2

MYSTIC

Trigger An adjacent bonded ally takes damage.

You quickly expend energy from your vitality network toward a bonded ally. Transfer Vitality to the triggering ally.

WILD BOND FEAT 2

MYSTIC

Prerequisites connection with primal spellcasting

Understanding that all living things are part of the same tapestry of life, you can tap into the universal code to radically alter the genes of creatures in your bond. You gain the *wild bond* epiphany spell (page 377).

4TH LEVEL

ADAPTIVE DEFENSE ◆ FEAT 4

CONCENTRATE | EMOTION | MANIPULATE | MENTAL | MYSTIC | SPELLSHAPE

You prepare your vitality network to catch some of your excess magic, allowing it to flow back and bolster your bond's defenses. If the next action you use is to Cast a Spell that deals damage, whether or not it successfully deals damage, you and one bonded ally gain resistance to that spell's type of damage equal to the spell's rank (minimum 1) until the end of your next turn. If the spell deals more than one type of damage, choose one and gain resistance to that type.

CLOUD STORAGE FEAT 4

EXTRADIMENSIONAL | MYSTIC

You can use your vitality network as an extradimensional storage space, sliding items into and out of thin air as if it were a *null space chamber* (pages 284). You can Interact with an item that weighs 1 Bulk or less to stow it into your Cloud Storage. A creature in your bond and on the same plane can remove an item from your Cloud Storage as an Interact action, but doing so takes 2 actions instead of 1 action. Your Cloud Storage has a capacity of 12 Bulk. This increases to 25 Bulk at 8th level, 50 Bulk at 12th level, and 75 Bulk at 16th level.

EXTENDED VITALITY FEAT 4

CONCENTRATE | MYSTIC

You can feel and reach out to your bonded allies regardless of range. You can Transfer Vitality to any bonded ally as long as they're on the same planet as you.

MENTAL INTERFERENCE ◆ FEAT 4

CONCENTRATE | MENTAL | MYSTIC

You force link the target's mind to your bond and share a confusing glimpse of your connection. Attempt a skill check with your connection skill against the Will DC of a foe you can see within 30 feet. The target is them temporarily immune for 1 hour.

Critical Success The target takes a –1 status penalty to attack rolls and a –2 status penalty to Will saves for 1 minute. This effect ends early if it uses a single action with the concentrate trait to shake off the effects of the interference or immediately after you target it with a hostile action.

Success As critical success, but the penalty to Will saves is –1.

Critical Failure You become off-guard against the next attack the target attempts against you before the end of your next turn.

WASTE NOT ◆ FEAT 4

CONCENTRATE | MYSTIC | SPELLSHAPE

With careful focus, you guarantee vital energy lost from a target is caught by your vitality network. If the next action you use is to Cast a Spell that deals void damage to a living creature, your vitality network gains Hit Points equal to twice the spell's rank.

Special You can Waste Not without the spellshape trait. If you do and your next action is to Strike with a weapon that deals void damage, your vitality network gains 2 Hit Points per weapon damage die.

6TH LEVEL

NETWORK SHIELD ⤾ FEAT 6

MYSTIC

Trigger You're hit by an attack.

You condense the energy of your vitality network into a shield. You gain resistance equal to twice your level against all damage from the triggering attack or effect. Reduce your vitality network's total by the amount of damage you resisted.

NEW EPIPHANY FEAT 6

MYSTIC

Prerequisites expert in a connection skill other than that of your chosen connection

Through dedication or serendipity, you've branched out to explore other connections to the fundamental building blocks of the cosmos. You learn the initial epiphany spell of a connection that grants training in the prerequisite connection skill.

RADIANT BOND FEAT 6

MYSTIC

When you Transfer Vitality, you can select any number of bonded allies to transfer to, though the total maximum number of Hit Points you can transfer doesn't increase.

8TH LEVEL

ADVANCED EPIPHANY FEAT 8

MYSTIC

You gain a deeper understanding of your connection. You gain the advanced epiphany spell for your chosen connection.

TRIPARTITE MIND ⤾ FEAT 8

EMOTION | MANIPULATE | MENTAL | MYSTIC

Trigger You would gain the confused, controlled, fleeing, frightened, or stupefied condition.

You create duplicates of your consciousness capable of fending off mental intrusion. Attempt to counteract an effect of your choice imposing one of the triggering conditions, using half your level rounded up as your counteract rank and your spell attack modifier as the counteract modifier.

10TH LEVEL

DATA BOND FEAT 10

MYSTIC

Prerequisites connection with occult spellcasting

You can speak with computers. Any construct creatures you summon are considered part of your bond and don't count against the maximum number of creatures in your bond. During your daily preparations, choose one of the following spells: *instant virus*, *mending*, *summon construct*, or *summon robot*.

You add the selected spell to your spell repertoire and signature spells until your next daily preparations.

LIFE BOND FEAT 10

MYSTIC

Prerequisites connection with primal spellcasting

You can speak with animals and plants. Any living creature you summon is considered part of your bond and doesn't count against the maximum number of creatures in your bond. During your daily preparations, choose one of the following spells: *summon animal*, *summon elemental*, *summon fey*, or *summon plant or fungus*. You add the selected spell to your spell repertoire and signature spells until your next daily preparations.

GREATER EPIPHANY FEAT 10

MYSTIC

You see into the truth of the cosmos through your connection. You gain the greater epiphany spell for your chosen connection.

QUICKENED CASTING ◇ FEAT 10

CONCENTRATE MYSTIC SPELLSHAPE

Frequency once per day

You accelerate your spellcasting. If your next action is to cast a mystic cantrip or a mystic spell that's at least 2 ranks lower than the highest-rank mystic spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

12TH LEVEL

CONVERT ELEMENTAL ESSENCE ⤾ FEAT 12

MYSTIC

Prerequisites elemental connection

Trigger An enemy targets a bonded creature with a Strike or spell with an attack roll that has an elemental trait and the roll fails or critically fails, or you roll a critical success on a save against a foe's harmful elemental spell.

Your vitality network absorbs the essence of the attack. Your vitality network regains 2 Hit Points per rank of the triggering spell or 4 Hit Points per weapon die of the triggering Strike.

CONVERT ILLUMINATION ⤾ FEAT 12

DARKNESS MANIPULATE MYSTIC

Prerequisites shadow connection

Trigger An area within 60 feet has its light level reduced due to magical darkness.

Your vitality network regains Hit Points equal to the spell rank of the magical darkness if the affected area was normally dim light, and doubled if the affected area was normally bright light. Even if the magical darkness ends, the area's light level remains non-magical darkness for 1 minute; this effect removes light in the area but isn't magical darkness and is automatically overcome by any form of magical light.

CONVERT INFORMATION ◆ FEAT 12

MYSTIC

Prerequisites akashic connection

Analyzing your enemies gives you a greater understanding of the ties that bond all things and helps synchronize your connection to the Akashic Record. Attempt a Recall Knowledge check against an enemy you're observing. On a success, in addition to the normal benefits, your vitality network regains 10 Hit Points. On a critical success, it regains 20 Hit Points.

CONVERT LIFE FORCE ◆ FEAT 12

CONCENTRATE MYSTIC VITALITY

Prerequisites healing connection

With extreme concentration, you can sacrifice your own Hit Points to recharge your vitality network. Your vitality network regains Hit Points equal to the amount you sacrifice.

CONVERT TEMPO ◆ TO ◆◆◆ FEAT 12

MYSTIC

Prerequisites rhythm connection

Frequency once per minute

You dance across the battlefield, magically converting your body's kinetic energy into magical potential. Stride a number of times equal to the actions you used. Your vitality network regains 10 Hit Points per Stride you took.

14TH LEVEL

BOND SPELL ⤾ FEAT 14

MYSTIC SPELLSHAPE

Trigger An ally within 30 feet Casts a Spell.

You pulse energy through your bond as your ally casts a spell, empowering their spell in one of the following ways.

- If their spell deals damage or heals Hit Points and doesn't have a duration, you grant that spell a status bonus to damage or healing equal to its rank.
- If their spell doesn't have a spellshape effect applied to it, apply the effects of any one spellshape feat you know to the spell. The spellshape feat must be one that can be applied to the triggering spell, and you must be able to use it (for instance, if the spellshape feat is usable only a limited number of times per day).

INFUSED SPELL ◆ FEAT 14

MYSTIC SPELLSHAPE

You infuse your magic with vital energy that empowers the target of your spell. Pick a spell and reduce your vitality network's total by a number equal to twice the spell's rank. If your next action is to cast that spell, one bonded ally you target with that spell becomes quickened until the end of your next turn and can use the extra action for only Strike and Stride actions.

16TH LEVEL

EFFORTLESS CONCENTRATION ◇ FEAT 16

MYSTIC

Trigger Your turn begins.

You maintain your active spells with hardly a thought. You immediately gain the effects of a Sustain action for one of your active mystic spells.

SYNCRETIC EPIPHANY FEAT 16

MYSTIC

Prerequisites master in a connection skill for a connection that you've learned the initial epiphany for and that isn't your chosen connection

Plumbing the depths of your own connection, you understand how your piece of reality interconnects with another. You learn the advanced epiphany spell of the connection that grants training in the prerequisite connection skill.

VITALITY WEB FEAT 16

MYSTIC

You can manifest your bond as a web of vital energy between your allies. You learn the *vitality web* epiphany spell (page 377).

18TH LEVEL

NETWORK ATTUNEMENT ◆ FEAT 18

CONCENTRATE **MYSTIC**

Target any number of your bonded allies within 120 feet

Feeling the surge of your strong communal bond, you temporarily attune your vitality network to the spiritual wavelength of your allies. Each ally can immediately choose to transfer up to 20 Hit Points from your vitality network into themselves or up to 20 Hit Points from themselves into the vitality network.

REALIZED EPIPHANY ◆ FEAT 18

MYSTIC **SPELLSHAPE**

Prerequisites legendary in your connection skill

Frequency once per minute

You've come to learn that your vitality network isn't just a manifestation of your magic, it's a metaphysical representation of your connection. If your next action is to cast an epiphany spell, you can expend 20 Hit Points from your vitality network to cast it, rather than spending a Focus Point.

20TH LEVEL

ENLIGHTENMENT FEAT 20

MYSTIC

Prerequisites legendary in your connection skill

You understand the true nature of your connection and how it stretches across the vast pillars of reality. Your vitality network has a maximum capacity of 200 Hit Points and regains 20 Hit Points at the start of each turn instead of 8. You can bond with any number of willing creatures.

TRANSCENDED EXISTENCE FEAT 20

MYSTIC

Prerequisites transcendence

Your understanding of your connection transcends the limits of other mortals, granting you access to the most powerful spells. You gain an additional 10th-rank spell slot.

OPERATIVE

You're a focused, quick-witted professional who thrives in high-stakes combat. Your deadly aim and tactical training give you an edge over the competition—for you, even the most powerful enemy is just another mark to take out. You have impressive prowess in your chosen field of specialization.

KEY ATTRIBUTE

Dexterity

At 1st level, your class gives you an attribute boost to Dexterity

HIT POINTS

8 + Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You attack and maneuver with tactical precision, whether you're lining up the perfect headshot from a distance, dueling hand-to-hand, or trading shots at close range. At higher levels, you master your weapons of choice and rain calculated destruction on foes.

DURING SOCIAL ENCOUNTERS...

You might fall back on your training, speaking up to give strategic advice to your allies while remaining alert for strangers' hidden agendas or take the lead about a subject you know.

WHILE EXPLORING...

You take a tactical position like point or rear guard and scan your surroundings, keeping your weapon ready for action.

IN DOWNTIME...

You train with your weapons, acquire and upgrade equipment, and practice tactical drills for future engagements.

YOU MIGHT...

- Have trained with a military organization or mercenary group that you remain allied with or have defected from.
- Work as a gun for hire to the highest bidder, taking any job for enough credits.

OTHERS PROBABLY...

- Rely on you for strategic advice and firepower in a fight but feel put off by your talent for methodical violence.
- Want to hire you as a bodyguard or mercenary.

CLASS FEATURES

You gain these abilities as an operative. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude
Expert in Reflex
Expert in Will

SKILLS

Trained in one skill determined by your specialization
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Expert in simple guns
Expert in martial guns
Trained in advanced guns
Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

CLASS DC

Trained in operative class DC

OPERATIVE ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, sharpshooter, Aim 1d4, operative's specialization, operative feat
2	Operative feat, skill feat
3	Focused, general feat, skill increase, specialized skill set
4	Operative feat, skill feat
5	Aim 2d4, ancestry feat, attribute boosts, master gunner, skill increase, urban operator
6	Operative feat, skill feat
7	General feat, operative's edge, reflex mastery, skill increase, specialized skill set, weapon specialization
8	Operative feat, skill feat
9	Ancestry feat, enhanced exploit, operative resilience, skill increase
10	Attribute boosts, operative feat, skill feat
11	Aim 3d4, general feat, on the move +5 feet, operative expertise, skill increase
12	Operative feat, skill feat
13	Ancestry feat, legendary gunner, light armor expertise, skill increase
14	Operative feat, skill feat
15	Attribute boosts, critical aim, general feat, greater weapon specialization, skill increase, specialized skill set
16	On the move +10 feet, operative feat, skill feat
17	Aim 4d4, ancestry feat, resolve, skill increase, tactical barrage
18	Operative feat, skill feat
19	Galaxy renowned, general feat, incredible senses, light armor mastery, skill increase
20	Attribute boosts, operative feat, skill feat

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

SHARPSHOOTER

You can spot a target's weak points, letting you deal additional precision damage with most types of ranged weapons. You gain the Aim action.

AIM ◆

CONCENTRATE | OPERATIVE

Requirements You're wielding a ranged weapon that doesn't have the area trait.

You take careful aim at a single creature that you're aware of, designating it as your mark. Until the end of your turn, your ranged Strikes against your mark using the required ranged weapon deal an additional 1d4 precision damage and reduce the circumstance bonus to AC your mark gains from cover by 1. These benefits only apply if your mark is within your weapon's first range increment. You can only have one mark at a time.

As your operative level increases, so does your ability to Aim. Increase the number of dice for the precision damage by one at 5th, 11th, and 17th levels. At 11th level, you reduce the circumstance bonus to AC your mark gains from cover by 2 rather than 1. At 17th level, you reduce the circumstance bonus to AC your mark gains from cover by 4 rather than 2.

OPERATIVE'S SPECIALIZATION

As an operative, you have a particular set of skills based on your tactical style. These different specializations help define your character and the approach you take to most situations. Choose an operative's specialization. This specialization grants you training in one skill, a skill feat for that skill, and an exploit. At 9th level, you gain the enhanced exploit granted by your specialization. The specializations presented in this book are as follows.

Ghost

You specialize in slipping into a location, completing an objective, and extricating yourself without being discovered. You might use stealth tactics, cover identities, disguises, or spy tech. Whether you're an assassin getting close to your target, a spy gathering sensitive intelligence, a grifter out to dupe your mark, or a thief casing the joint for your next job, you're good at blending in and avoiding notice. You're trained in Deception. You gain a skill feat for Deception.

Exploit: You're adept at taking your foe by surprise. You can Aim at targets you're undetected by as a free action.

Enhanced Exploit: You avoid detection even after engaging your enemy. You gain the Ghost Tap action.

GHOST TAP ◇

OPERATIVE

Requirements Your last action this round was a successful Strike against a target you were hidden from or undetected by.

You throw an object, activate a hidden flare, or take some other action while your target is still disoriented from your attack. Attempt a Deception check against the Will DC of the target of your last Strike; on a success, you're hidden from the target or undetected on a critical success.

Infiltrator

You specialize in bypassing security systems, hazards, traps, and other defenses. From hacking a computer system or cutting power to a building, to bypassing a biometric lock and cracking a secure vault, you're skilled at accessing locations without alerting security or tripping safeguards. You're trained in Computers. You gain a skill feat for Computers.

Exploit: Your tinkering causes technological items and creatures to experience glitches and malfunctions. You gain the Sabotage action.

SABOTAGE ◆

CONCENTRATE | MANIPULATE | OPERATIVE

You disrupt enemy tech to cover your tracks or gain a tactical advantage. Select a single tech creature or tech item within 15 feet that you can detect. If your target is a tech creature, attempt a Computers check against the creature's Fortitude DC. If your target is a tech item, attempt a Computers check against the item's DC or the Reflex DC of the creature possessing the item if the item is being carried, held, or worn.

If you're an expert in Computers, you can Sabotage a tech creature or tech item within 30 feet. If you're a master, this range increases to 45 feet. If you're legendary, this range increases to 60 feet.

Critical Success The target becomes glitching 1 for 1 minute.

Success The target becomes glitching 1 for 2 rounds.

Failure Your attempt fails and requires more persistent analysis. The target is immune to your Sabotage until the end of your next turn.

Critical Failure Your attempt backfires. The target is immune to your Sabotage for 10 minutes.

Enhanced Exploit: You can Sabotage as a free action whenever you critically hit a tech creature with a melee or ranged attack, targeting the triggering creature. You can Sabotage as a reaction whenever a tech creature or a creature using a tech weapon critically fails a melee attack roll against you, targeting the triggering creature or weapon.

Skirmisher

You specialize in close-quarters missions that require you to operate in crowded or tight spaces, such as inside buildings or vehicles, down narrow alleys, or in busy downtown streets. Whether you're a mugger, bodyguard, assassin, or urban mercenary, you favor pistols and can use them efficiently in tight spaces. You're trained in Acrobatics. You gain a skill feat for Acrobatics.

Exploit: You're trained to fight in close combat using pistols. Your ranged Strikes with one-handed ranged weapons don't trigger reactions that are triggered by a ranged attack.

Enhanced Exploit: Your point-blank shots are particularly deadly. When you make a successful Strike against an adjacent enemy with a one-handed ranged weapon, you calculate the damage as if the lowest-rolled weapon damage die for the attack had the maximum result instead. At 17th level, the two lowest-rolled damage dice increase to the maximum result.

Sniper

You specialize in targeting foes from far away and attacking while unseen. Whether you're peeking around a corner, perching on a distant rooftop, or aiming from the back line of a squad formation, you favor sniper rifles and prefer to line up the perfect shot rather than rush into combat. You're trained in Stealth. You gain a skill feat for Stealth.

Exploit: You ignore the unwieldy and volley trait of guns you wield belonging to the sniper group. You gain one of the following operative feats as a bonus feat: Keep Them in Your Sights or Scope Sight.

Enhanced Exploit: If you fail your first ranged Strike against your mark using a weapon in the sniper weapon group, you Reload your sniper weapon as a free action. The Strike doesn't count toward your multiple attack penalty.

Striker

You specialize in hand-to-hand combat and prefer to fight with your fists or lightweight melee weapons, rather than guns. Whether you're a daredevil who lives for the thrill, a martial artist who likes to show off, or an assassin who kills with a personal touch, you take the fight to your foes and use your body as a weapon. You're trained in Athletics. You gain a skill feat for Athletics.

Exploit: You have expert proficiency with one-handed melee weapons and unarmed attacks with the agile or finesse traits instead of with martial guns. Whenever you increase your proficiency with martial guns, you instead increase your proficiency with one-handed agile and finesse melee weapons, agile and finesse unarmed attacks, and simple guns.

In addition, when you Aim, you can Aim with and apply the benefits to a one-handed melee weapon or unarmed attack with the agile or finesse trait rather than with a ranged weapon. Treat any one-handed melee weapon or unarmed attack with the agile or finesse trait as a gun for purposes of meeting the requirements of operative feats. Instead of making a ranged Strike with an operative feat, you can make a Strike with an one-handed melee weapon or unarmed attack with the agile or finesse trait.

You gain the Reactive Step reaction.

REACTIVE STEP ⟲

MOVE | OPERATIVE

Trigger A creature within your reach leaves a square during a move action it's using.

You're able to move deftly around your foes, getting out of tricky situations or managing to put yourself into a place where you hold the advantage. You Step up to twice directly toward the triggering creature.

Enhanced Exploit: You find yourself able to overwhelm foes that you study. You gain the Overwhelming Strike free action.

OVERWHELMING STRIKE

OPERATIVE

Trigger Your Strike hits a creature you've designated as your mark and deals damage.

The target becomes your choice of enfeebled 1, off-guard, or suppressed until the end of your next turn. That creature becomes immune to Overwhelming Strike until the end of your next turn.

OPERATIVE FEATS

At 1st level and every even-numbered level, you gain an operative class feat. These begin on page 131.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

FOCUSED 3RD

You're highly focused on your target and able to discern their moves. When you roll a success on a Reflex save against your mark, you get a critical success instead.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in or to become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

SPECIALIZED SKILL SET 3RD

At 3rd level, 7th level, and 15th level, you gain a skill feat. This feat must be for the trained skill from your operative's specialization.

ANCESTRY FEATS 5TH

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

MASTER GUNNER 5TH

You are a highly skilled sharpshooter and never go anywhere without your gun. Your proficiency rank increases to master with simple and martial guns, and increases to expert with advanced guns. You gain access to the critical specialization effects for all guns for which you have expert proficiency.

URBAN OPERATOR 5TH

You are accustomed to urban environments and can move swiftly through a crowded cityscape. You ignore difficult terrain in urban environments, and greater difficult terrain from urban environments is only difficult terrain for you.

OPERATIVE'S EDGE 7TH

You've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to initiative rolls, making you faster to react during combat. If you take the Incredible Initiative feat (page 222), your circumstance bonus to initiative rolls becomes +3 instead.

REFLEX MASTERY 7TH

You've learned to move quickly to avoid explosions, sentry turrets, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

OPERATIVE RESILIENCE 9TH

You have a hardy physique. Your proficiency rank for Fortitude saves increases to expert.

ON THE MOVE 11TH

You gain a +5-foot status bonus to your Speed. This increases to a +10-foot status bonus to your Speed at 16th level.

OPERATIVE EXPERTISE 11TH

Your techniques are now harder to resist. Your proficiency rank for your operative class DC increases to expert.

LIGHT ARMOR EXPERTISE 13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

LEGENDARY GUNNER 13TH

You're a local legend who's known for your prowess with weaponry. Your proficiency rank increases to legendary with simple and martial guns, and to master with advanced guns. Your proficiency rank increases to expert with simple weapons, martial weapons, and unarmed attacks.

CRITICAL AIM 15TH

The first time in each round when you Aim and successfully make a ranged Strike against your mark, add your weapon's critical specialization effect to the attack even if you didn't score a critical hit.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

RESOLVE 17TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

TACTICAL BARRAGE 17TH

You unleash a devastating barrage of attacks upon your mark. Your multiple attack penalty for attacks against your mark is –3 (–2 with an agile weapon) on your second attack of the turn instead of –5, and –6 (–4 with an agile weapon) on your third or subsequent attack of the turn, instead of –10.

GALAXY RENOWNED 19TH

Your reputation as a shooter precedes you wherever you go in the galaxy. Your proficiency rank increases to legendary with advanced guns. Your proficiency rank for your operative class DC increases to master.

INCREDIBLE SENSES 19TH

Your eyes are incredibly sharp even without a scope. Your proficiency rank for Perception increases to legendary.

LIGHT ARMOR MASTERY 19TH

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

OPERATIVE FEATS

At every level that you gain an operative feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ELUSIVE TARGET ⤾ FEAT 1

OPERATIVE

Trigger A Strike targeting you fails.

You move out of the way as you elude your attackers. You Step.

INSTINCTIVE AIM ◆◆ FEAT 1

OPERATIVE

You draw your gun and take careful aim with the same motion. You Interact to draw a ranged weapon or Switch Hands and then Aim with that ranged weapon.

KEEP THEM IN YOUR SIGHTS FEAT 1

OPERATIVE

You always keep a target marked and in your sights, even if they move. When you Aim, the benefits apply if your mark is within your weapon's first or second range increment, rather than only within the first.

MOBILE AIM ◆◆ FEAT 1

OPERATIVE TRAVERSAL

You're rarely still, and you've learned to reliably hit your targets even while moving. You Stride and then Aim with a gun you're wielding.

SCOPE SIGHT FEAT 1

OPERATIVE

Viewing your marks through a scope is as instinctive as opening your eyes. Whenever you Aim, you can Interact to Activate a sight weapon upgrade.

TACTICAL ADVANCE ◆◆ FEAT 1

FLOURISH OPERATIVE MOVE TRAVERSAL

Requirements You aren't encumbered.

KEY TERMS

You'll see the following key terms in many operative class features.

Aim: An action used to focus on a target and deal additional precision damage (page 128).

Expend: The number of charges or ammunition a ranged weapon consumes each time the weapon is fired.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Gun: Any ranged weapon with the analog or tech trait.

Mark: The target of your Aim.

You dodge, roll, and weave out of danger, leaving no openings for attack as you move across the battlefield. Stride up to your Speed. This movement doesn't trigger reactions.

WEAKENING SHOT ◆◆ FEAT 1

OPERATIVE

Requirements You're wielding a gun.

You target a creature's limbs or load-bearing appendages to weaken them. You Aim and then make a ranged Strike against your mark. If the Strike hits, the creature becomes your choice of clumsy 1 or enfeebled 1 until the end of your next turn (clumsy 2 or enfeebled 2 on a critical hit).

2ND LEVEL

DANGER AWARENESS FEAT 2

OPERATIVE

You have an intuitive sense that alerts you to danger and allows you to discern the presence of hidden threats. You gain a +1 circumstance bonus to Perception checks to find traps and hidden, undetected, and unnoticed creatures; to AC against attacks made by traps and hidden, undetected, and unnoticed creatures; and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap. If your initiative result is tied with an opponent, you always go first.

DEFENSIVE GUNNER FEAT 2

OPERATIVE

You've learned to defend yourself with only a gun, shielding your body and deflecting blows with stock and barrel. Guns you wield gain the parry trait. If an appropriate weapon already has the parry trait, increase the circumstance bonus to AC it grants when used to parry from +1 to +2.

DOUBLE TAP ◆◆ FEAT 2

OPERATIVE

Requirements You're wielding a gun.

You fire two shots at the same target in quick succession. You Aim and then make two Strikes against your mark. Apply the multiple attack penalty normally. If both attacks hit, combine their damage. You add any precision damage only once, to the attack of your choice. Apply the target's resistances and weaknesses only once.

KILL STEAL ↺ FEAT 2

OPERATIVE

Trigger An ally ends their turn after hitting a creature two or more times or critically hitting a creature.

Requirements You're wielding a gun.

You fire a quick shot at a foe your ally is focusing their attacks on. You Aim at the creature your triggering ally hit and then make a ranged Strike against that creature.

PEEK ◆ FEAT 2

OPERATIVE

You shoot and then duck out of the way to avoid retaliation and errant gunfire. Make a ranged Strike, then Take Cover.

SWIFT REPOSITION ↺ FEAT 2

OPERATIVE

Trigger You're about to roll a Reflex saving throw, but you haven't rolled yet.

Sensing danger, you can leap and twist your body away from the threat. You Step or Leap and gain a +2 circumstance bonus on your Reflex save. You must still roll the Reflex save even if this ability moves you out of range of the triggering effect.

4TH LEVEL

BLOODY WOUNDS FEAT 4

OPERATIVE

You know how to target your mark's vital spots, leaving bloody wounds. When you critically hit your mark, you deal persistent bleed damage to your mark equal to your number of Aim damage dice.

DEVASTATING AIM FEAT 4

OPERATIVE

Your well-placed shots inflict devastating wounds on your targets. When you Aim, increase the precision damage dice from d4s to d6s.

HAMPERING SHOT ◆◆ FEAT 4

OPERATIVE

Requirements You're wielding a gun.

You skillfully line up your shot to hinder your foe. You Aim and then make a ranged Strike against your mark. If the Strike hits, the creature becomes off-guard until the end of your next turn.

STOP THEM IN THEIR TRACKS ◆ FEAT 4

OPERATIVE

Prerequisites trained in Intimidation

OPERATIVE FEATS BY NAME

Use this table to look up operative feats by name.

Feat	Level
360 No Scope	14
Bloody Wounds	4
Bullet Dance	18
Bullet Fever	14
Burst Fire	16
Cloaking Field	16
Clustered Shots	14
Combat Reflexes	20
Danger Awareness	2
Defensive Gunner	2
Destructive Dash	6
Devastating Aim	4
Disarming Shot	6
Double Tap	2
Dual Aim	12
Elusive Target	1
Explosive Deflection	16
Extreme Accuracy	16
Fish in a Barrel	14
Follow-Up Fire	14
Grazing Shot	12
Hair Trigger	6
Hampering Shot	4
Impeding Shot	10
Infinite Aim	20
Instinctive Aim	1
Keep Them In Your Sights	1
Kick it into Overdrive	6
Kill Shot	18
Kill Steal	2
Line 'Em Up	12
Mobile Aim	1
Muzzle Flash	10
Opening Volley	8
Opportune Retort	10
Overwhelming Shot	12
Parkour	8
Peek	2
Practiced Escape	10
Relentless Aim	18
Running Shot	12
Scope Sight	1
Skirmish Strike	6
Sprint	10
Stop Them In Their Tracks	4
Swift Reposition	2
Switch Target	4
Tactical Advance	1
Tactical Swap	6
Toppling Shot	8
Twin Draw	4
Twin Shooter	8
Unhindered Advance	6
Weakening Shot	1

Requirements You've Aimed at a target.

With a deadly authority, you order your target to halt in their tracks, drop their weapons, and surrender. You attempt to Demoralize your mark. This check doesn't take the –4 circumstance penalty if the target doesn't share a language with you. On a critical success, your mark is also immobilized for 1 round.

SWITCH TARGET ⟲ FEAT 4

OPERATIVE

Trigger The creature you've currently Aimed at gains the dying or unconscious condition.

Requirements You're wielding a gun.

As your target falls, you immediately home in on the next. You Aim at a different creature.

TWIN DRAW ◆ FEAT 4

OPERATIVE

Requirements You have two free hands.

You've practiced smoothly drawing and taking aim with two weapons. Draw up to two one-handed weapons and Aim.

6TH LEVEL

DESTRUCTIVE DASH ◆◆ FEAT 6

OPERATIVE

Requirements You're in an environment with suitable material to tear up, such as an urban environment.

You dash across the battlefield, tearing up your surroundings and toppling nearby objects as you go to make it harder for your foes to maneuver or to give chase. Stride up to your Speed. The squares you move through become difficult terrain.

A creature within reach of one of the affected squares can clear the area with an Interact action, removing any difficult terrain you created in the square.

DISARMING SHOT ◆◆ FEAT 6

OPERATIVE

Requirements You're wielding a gun.

You attempt to disarm your foe with a well-aimed shot. You Aim and then make a ranged Strike against your mark. If the Strike hits, attempt to Disarm the target using the same ranged attack roll against the target's Reflex DC, instead of attempting an Athletics check. A Disarming Shot counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until after you've used Disarming Shot.

Sample Operative

SNIPER

You target foes from a distance and help your allies get past tricky locks, traps, and other hazards.

Attributes

Make Dexterity highest, followed by Constitution and Intelligence if you want more skills or Strength if you plan to fight in melee.

Skills

Acrobatics, Computers, Stealth, Thievery

Specialization

Sniper

Feats

Keep Them in Your Sights (1st), Scope Sight (1st), Devastating Aim (4th), Hair Trigger (6th), Parkour (8th)

HAIR TRIGGER ⤾ FEAT 6

OPERATIVE

Trigger The last creature you Aimed at since the start of your last turn uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action.

Requirements You're wielding a gun.

You attempt a ranged Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

KICK IT INTO OVERDRIVE ◇ FEAT 6

OPERATIVE TRAVERSAL

Frequency once per hour

Trigger Your turn begins.

With a steadying breath and a moment of intense focus, you push yourself beyond your limits, gaining incredible speed for a short period of time. You become quickened until the end of your turn, and you can use the extra action only to Stride.

When you use this ability, you can instead choose to become quickened until the end of your next turn, but at the end of this duration, you become fatigued for 2 rounds as your body recovers. You can still only use the extra action from quickened to Stride with this effect.

SKIRMISH STRIKE ◆◆ FEAT 6

FLOURISH OPERATIVE

You attack as you move, staying mobile as you fight and keeping your enemies on their toes. Either Step and then Strike, or Strike and then Step.

TACTICAL SWAP ◆◆ FEAT 6

FLOURISH OPERATIVE

Frequency once per round

Requirements Your last ranged Strike this turn missed or hit and failed to damage the target.

You swap weapons with a practiced motion. You Switch Hands or Interact to swap your current weapon for another. Make a Strike against the required target with your newly drawn weapon.

UNHINDERED ADVANCE FEAT 6

OPERATIVE

Prerequisites Tactical Advance

When you use Tactical Advance, you ignore difficult terrain and greater difficult terrain.

8TH LEVEL

OPENING VOLLEY ◆◆ FEAT 8

OPERATIVE

Requirements You're wielding a gun and a melee weapon.

You shoot your target, then you follow up with a melee attack to keep the pressure on your foe. Make a ranged Strike with your held gun. If the Strike is successful, your next melee attack this round against the same target gains a +2 circumstance bonus to the attack roll.

PARKOUR ◆ FEAT 8

OPERATIVE FLOURISH

You dash forward, unhindered by obstacles or walls. Stride and Long Jump or High Jump (in any order). You must start your movement on a horizontal surface. During this movement, you can ignore difficult terrain and run up vertical surfaces, like walls, at your full Speed. If you end the Stride off the ground, you fall after taking your next action or when your turn ends, whichever comes first (though you can Grab an Edge, if applicable).

TOPPLING SHOT ◆◆ FEAT 8

OPERATIVE

Requirements You're wielding a gun.

You aim your shots to unbalance your foe, pushing them back or knocking them over. You Aim and then make a ranged Strike against your mark. If the Strike hits, the target is knocked back 5 feet. If this forced movement would cause them to collide with a creature or object, both the target and the creature (if any) take bludgeoning damage equal to your Aim damage. On a critical hit, the target is also knocked prone.

TWIN SHOOTER FEAT 8

OPERATIVE

Prerequisites Twin Draw

You're especially dangerous while brandishing twin guns. As long as you're wielding two simple guns, both guns gain the agile trait.

10TH LEVEL

IMPEDING SHOT ◆◆ FEAT 10

OPERATIVE

Requirements You're wielding a gun.

You hinder your target with a shot. You Aim and then make a ranged Strike against your mark. If the Strike hits, the target is slowed 1 until the end of its next turn. If the target is flying, it also falls 10 feet.

MUZZLE FLASH ◆◆ FEAT 10

OPERATIVE

Requirements You're wielding a gun.

Your attack distracts your foe. You Aim and then make a ranged Strike against your mark. If the Strike hits, the creature becomes dazzled until the end of your next turn if it's within your first range increment.

OPPORTUNE RETORT ⤾ FEAT 10

OPERATIVE

Trigger A creature critically fails on a melee attack roll against you.

You take advantage of the opening in your foe's defenses. Make a ranged Strike against the triggering creature.

PRACTICED ESCAPE ⤾ FEAT 10

OPERATIVE

Trigger A creature grabs, immobilizes, or restrains you.

You've trained in close quarters combat and practiced how to escape a hold, or similar situations. You attempt to Escape. If you succeed or critically succeed, you can also Stand or Step.

SPRINT ◆◆ OR ◆◆◆ FEAT 10

OPERATIVE TRAVERSAL

You sprint at top speed to chase down a foe or flee a dangerous situation. Stride up to four times. You can increase the number of actions this activity takes to 3 to Stride up to six times.

12TH LEVEL

DUAL AIM FEAT 12

OPERATIVE

Your sharpshooter skills improve. You can have two marks at a time instead of one. When you Aim, you can select two marks, rather than one.

GRAZING SHOT ◆ FEAT 12

FLOURISH OPERATIVE

Requirements You have a mark.

You take your time to line up a shot that's sure to hit. Make a ranged Strike with your gun against your mark. It gains the following failure effect.

Failure Your attack deals minimum damage to the target. (Calculate this damage as if every die you would roll has a result of 1.)

LINE 'EM UP ◆◆ FEAT 12

OPERATIVE

Requirements You're wielding a gun.

You fire a single trick shot that passes through multiple foes. Make a ranged Strike with your gun against a target within your first range increment. Apply this attack against all creatures in a straight line between you and your target. This attack ignores any lesser cover the targets would provide one another. Roll damage only once, and apply it to each creature you hit. Line 'Em Up counts as two attacks for your multiple attack penalty.

OVERWHELMING SHOT ◆◆ FEAT 12

OPERATIVE

You pierce through your foe's resistance with a well-timed shot. You Aim and then make a Strike against your mark. Select one of the following damage types: acid, bludgeoning, cold, electricity, fire, mental, piercing, poison, slashing, or sonic damage. Your shot ignores an amount of the target's resistance to the selected damage type equal to your level. If the creature has a weakness to the selected damage type, increase that weakness by an amount equal to half your level. A creature's immunities are unaffected.

RUNNING SHOT ◆◆ FEAT 12

FLOURISH | OPERATIVE | TRAVERSAL

Requirements You're wielding a gun.

You rush forward, firing a precisely aimed shot at your enemy while you're on the move. Aim and then Stride up to your Speed. At any point during this movement, you can make a ranged Strike with the gun you're wielding.

14TH LEVEL

360 NO SCOPE ◆◆ FEAT 14

OPERATIVE

Prerequisites Parkour

Requirements You're wielding a gun.

You fire a trick shot as part of a daredevil maneuver. You Parkour. You can Aim and then make a ranged Strike with the gun you're wielding during this movement, including when you're falling.

BULLET FEVER ⤾ FEAT 14

OPERATIVE

Frequency once per hour

Trigger You take damage that would reduce you to 0 Hit Points.

You fly into a frenzy instead of accepting defeat. Instead of being knocked out, you're reduced to 1 Hit Point, gain a number of temporary Hit Points equal to your half you level for 1 minute, increase your wounded value by 1, and enter a frenzy that lasts for 1 minute. You can't voluntarily end your frenzy. While in a frenzy caused by Bullet Fever, you're affected as follows.

- You automatically apply precision damage to all targets as though you were Aiming.
- You take a –1 circumstance penalty to AC.
- You take a –1 circumstance penalty to Will saves.
- You can't take actions that don't have the attack or move traits except to Reload your weapons.

When Bullet Fever ends, you lose any remaining temporary Hit Points from Bullet Fever.

CLUSTERED SHOTS ◆◆ FEAT 14

FORTUNE | OPERATIVE

Requirements You're wielding a gun with at least 3 expend worth of ammunition.

You shoot a spray of bullets at a target. You Aim, make a ranged Strike against your mark, and subtract three times your weapon's expend from its magazine. Roll the attack twice, and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

FISH IN A BARREL ◆◆ FEAT 14

OPERATIVE

As the old saying goes: hitting easy targets is like shooting fish in a barrel. You Aim and then make a ranged Strike against a prone or immobilized creature not benefiting from cover. Treat a success as a critical success. If you roll a critical success, the creature is off-guard and suppressed until the beginning of your next turn.

FOLLOW-UP FIRE ◆ FEAT 14

FLOURISH | OPERATIVE

Frequency once per round

Requirements You're wielding two guns, and your last action was a ranged Strike that missed.

When at first you don't succeed, shoot again. Make a second ranged Strike using the weapon you're wielding that you didn't fire with. This Strike doesn't count the multiple attack penalty from the prior attack but does count toward future multiple attack penalties.

16TH LEVEL

BURST FIRE FEAT 16

OPERATIVE

Prerequisites Double Tap

You squeeze the trigger and release a calculated burst of fire. If you make your second Strike from Double Tap with the same gun, Double Tap counts as one attack when calculating your multiple attack penalty, and you apply your precision damage bonus from Aim to both Strikes.

CLOAKING FIELD ◆◆ FEAT 16

OPERATIVE

Frequency once per hour

You bend light and background vibrations around yourself, either through expertise or a bit of technological ingenuity, allowing you to avoid detection. You become invisible for 10 minutes. This makes you undetected to all creatures, though creatures can attempt to find you, making you hidden instead. If you use a hostile action, the effect ends after that hostile action is completed. While your Cloaking Field is active, security cameras, sentries, and other surveillance don't detect you unless they possess special senses that normally see through invisibility.

EXPLOSIVE DEFLECTION FEAT 16

OPERATIVE

Trigger You're in the area of a grenade explosion.

Requirements You're aware of the attack, wielding a gun, and not off-guard.

You attempt to detonate the grenade with a well-timed shot from your gun. Expend an amount of ammunition from your gun equal to its usage, as if you'd fired the gun. You gain a +4 circumstance bonus to your Reflex save against the triggering grenade. Determine if you succeed on your save before rolling for anyone else in the area. If you succeed on your Reflex save, you cause the grenade to explode prematurely. Select a space of your choice directly between you and the attacker. The deflected grenade explodes in the selected space, and you don't need to save again if you're in the new explosion area.

EXTREME ACCURACY FEAT 16

OPERATIVE

Prerequisites Keep Them in Your Sights

When you Aim, the benefits apply if your mark is within range up to your weapon's fourth range increment. Additionally, you

ignore the penalty for attacking your mark at up to four range increments away.

18TH LEVEL

BULLET DANCE ◆◆◆ FEAT 18

FLOURISH | OPERATIVE | TRAVERSAL

Requirements You're wielding a gun.

You dance across the battlefield while dispatching enemies with precision and grace. Stride up to twice. You can make up to three ranged Strikes during this movement. Each ranged Strike you make must target a different creature within your first range increment (calculated from the point at which you took your attack at that target). Each attack counts toward your multiple attack penalty but doesn't increase your penalty until you've made all your attacks.

KILL SHOT ◆◆ OR ◆◆◆ FEAT 18

FLOURISH | OPERATIVE

Requirements You're wielding a gun.

You take careful aim at your mark and shoot to kill. You Aim and then make a ranged Strike against your mark. If this attack is a success (but not a critical success), you deal maximum damage. Calculate this damage as if every die you would roll has a maximum result. On a critical success, roll the result normally, but if the double damage would be less than the result of a maximum damage on a normal success, use the maximum damage on the success instead.

If you spent 3 actions and your attack was a critical success, then you deal maximum damage and double the damage of that result as normal.

RELENTLESS AIM FEAT 18

OPERATIVE

You take careful aim with your shots so that your bullets ricochet off solid surfaces. When determining if you have line of effect to a target you've aimed at, you can choose one solid surface within your weapon's first range increment to ricochet your shot to hit your target; determine line of effect from the chosen ricochet surface, rather than your location. If the creature is undetected, the GM still rolls a flat check in secret to see if you missed, but the flat check becomes DC 5.

20TH LEVEL

COMBAT REFLEXES FEAT 20

OPERATIVE

Your extensive training has transformed you into a living weapon, ready to pull the trigger at a moment's notice. At the start of each enemy's turn, you gain an additional reaction during that turn that you can use only for an operative reaction.

INFINITE AIM FEAT 20

OPERATIVE

You're a sharpshooter who doesn't need a scope or stance to shoot your best shot. You can Aim as a free action.

SOLARIAN

You're a conduit for the stellar forces of the cosmos—a solar knight. The powers of gravity and light represent the extremes of these forces, and you can attune yourself between them. As an agent of this cycle, you manifest an array of solar equipment and use your own connection to stellar forces to empower them. Regardless of which extreme of the stellar spectrum you prefer, you can change your attunement between them to take advantage of solar powers earned through meditation and practice.

KEY ATTRIBUTE

Strength

At 1st level, your class gives you an attribute boost to Strength.

HIT POINTS

10 + Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You rush into the thick of things and attack with your solar manifestations. You shift between battlefield control and heavy attacks, depending on your current solar attunement.

DURING SOCIAL ENCOUNTERS...

Which solar aspect you prefer might influence how you act in social circles. You might be a chatterbox who makes friends easily or a smooth manipulator who uses your abilities to coerce people.

WHILE EXPLORING...

You likely stick near the front of the group to quickly get into the fight. You use your powers to overcome challenges, like moving debris or climbing strange terrain.

IN DOWNTIME...

You balance your downtime between meditation and other activities. You might create your own dedicated following to train a new generation of solarians or use your flashy solarian powers to earn credits as a laborer or performer.

YOU MIGHT...

- Approach obstacles with caution or throw yourself headfirst at problems depending upon which attunement you favor.
- Surprise others with cunning uses of your stellar abilities, performing acts that others weren't expecting or didn't know you could do.
- Meditate or shadow spar constantly to perfect your techniques.

OTHERS PROBABLY...

- Expect you to bore them with constant talk of stars and cosmic phenomena.
- Enjoy watching you fight or demonstrate your powers.
- Think you'll be the voice of reason in a group.

CLASS FEATURES

You gain these abilities as a solarian. Abilities gained at higher levels list the level at which you gain them next to the features' names.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude
Expert in Reflex
Expert in Will

SKILLS

Trained in Athletics
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in solarian class DC

SOLARIAN ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, stellar attunement, solar manifestations, solarian feat
2	Skill feat, solarian feat
3	General feat, skill increase, stellar resilience
4	Skill feat, solarian feat
5	Ancestry feat, attribute boosts, skill increase, solar weapon expertise
6	Skill feat, solarian feat
7	General feat, skill increase, stellar senses, weapon specialization
8	Skill feat, solarian feat
9	Ancestry feat, skill increase, solarian expertise, stellar partition
10	Attribute boosts, skill feat, solarian feat
11	Armor expertise, general feat, skill increase
12	Skill feat, solarian feat
13	Ancestry feat, skill increase, solarian weapon mastery
14	Skill feat, solarian feat
15	Attribute boosts, general feat, gravitas, greater weapon specialization, skill increase
16	Skill feat, solarian feat
17	Ancestry feat, armor mastery, skill increase, solarian mastery
18	Skill feat, solarian feat
19	General feat, skill increase, stellar paragon
20	Attribute boosts, skill feat, solarian feat

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

STELLAR ATTUNEMENT

As a solarian, your existence cycles between the aspects of stars. You begin with two aspects: photon (the power of stars to emit heat, light, and plasma) and graviton (the power of stars to attract and imprison objects through gravity). At any time, you're considered graviton-attuned, photon-attuned, or unattuned. Many of your abilities have additional effects based on your current attunement, and some abilities swap your current state of attunement to another state.

You gain the Attune action.

ATTUNE ◆

CONCENTRATE | SOLARIAN

Frequency once per round

You steady your body and mind and attune yourself to the stellar aspect of your choice. You become attuned to photon or graviton. You can also manifest any of your solar manifestations if they're currently dormant and if you have the free hands to use them.

Special In addition to the above usage, you can also Attune as a free action when you roll initiative.

SOLAR MANIFESTATIONS

Your deep understanding of the stellar forces of the universe manifests in a variety of tangible ways. You can create and maintain three different manifestations: a solar flare, solar nimbus, and solar weapon. Your manifestations temporarily vanish if you become unattuned.

Solar Flare

A small mote of solar power hovers nearby or appears embedded on some part of your body, such as the palm of your hand or on your face. This mote can unleash a directed blast of energy at short range. Your solar flare is a martial ranged weapon in the brawling weapon group with the attuned and solarian traits. It doesn't take up a hand and doesn't need to be held to be wielded. Your solar flare can't be targeted by other creatures or removed from your person, except for when you become unattuned. Your attunement determines the damage type and range increment of your solar flare. You add your Strength modifier to damage rolls with your solar flare. You can improve the damage of your solar flare with solarian crystals (page 276).

Graviton-Attuned 1d8 bludgeoning, range increment 15 feet. On a critical success, you can attempt to Trip the target as a free action, even if you don't have a free hand or aren't adjacent to the target.

Photon-Attuned 1d6 fire, range increment 30 feet. On a critical success, the target additionally takes 1d6 persistent fire damage.

Solar Nimbus

A layer of stellar energy surrounds you, overlaying your body or worn armor. It appears as a layer of glowing light or solid darkness, depending on your current state of attunement. The general appearance and shape of the nimbus is your choice and could appear as a lattice of energy surrounding you or imposing spiked energy armor layered atop your existing equipment. This design has no impact on its function and doesn't provide any additional bonuses.

You gain the Nimbus Surge reaction.

NIMBUS SURGE

ATTUNED SOLARIAN

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

Your nimbus surges with energy, forcing an opening in your foe's defenses. Make a melee Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Graviton-Attuned If the Strike is a critical success, the target must succeed at a Fortitude save against your class DC or become enfeebled 1 until the end of its turn.

Photon-Attuned If the Strike is a critical success, the target must succeed at a Fortitude save against your class DC or become clumsy 1 until the start of its turn.

Solar Weapon

Through sheer will, you call forth a tangible weapon forged from the essence of stars. This weapon is an extension of yourself, and you can change its form with meditation. When manifesting your weapon, it appears in a free hand of your choice. If it has the free-hand trait, it can manifest in any hand. Your solar weapon is a martial melee weapon. It deals 1d8 of your choice of bludgeoning, piercing, or slashing damage with the attuned and solarian traits.

At first level, choose up to two of the following traits for your weapon. Alternatively, you can select the reach or two-hand 1d10 trait for your weapon instead of selecting two of the following traits.

- Disarm
- Free-Hand
- Grapple
- Nonlethal
- Parry
- Shove
- Sweep
- Trip
- Versatile (B/P/S only)
- Reach (counts as two traits)
- Two-Hand 1d10 (counts as two traits)

You can select one of the following weapon groups for your weapon to be a part of.

- Axe
- Brawling
- Club
- Flail
- Hammer
- Knife
- Pick
- Polearm
- Spear
- Sword

Your solar weapon gains additional benefits based on your current attunement.

Graviton-Attuned When you successfully Strike a creature using your solar weapon, that creature's space and all squares adjacent to it are difficult terrain for that creature until the end of its next turn.

Photon-Attuned When you successfully Strike a creature with your solar weapon, you deal an additional amount of fire damage equal to half your level (rounded up). Your solar weapon casts bright light in a 5-foot radius (and dim light for the next 5 feet).

RE-FORGE SOLAR WEAPON

CONCENTRATE EXPLORATION SOLARIAN

You spend 10 minutes focusing on the composition of your solar weapon. You can change your solar weapon's damage type (typically choosing between bludgeoning, piercing, or slashing), selected traits, and weapon group. Your weapon maintains your selections until the next time you Re-Forge Solar Weapon.

SCALED ABILITIES

Similar to spells, some solarian abilities get more powerful as you increase in level. These abilities ends with one or more "Level" entries. This either lists the levels at which the ability gets an upgrade or has an entry with a plus sign that describes a benefit that increases on a regular basis. For instance, the 4th-level Black Hole feat has a "Level (+2)" entry and would get stronger at 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.

SOLARIAN FEATS

At 1st level and every even-numbered level, you gain a solarian class feat. These begin on page 143.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

STELLAR RESILIENCE 3RD

Stellar energy flows throughout your entire being like an unstoppable tidal wave, strengthening both body and mind. Your proficiency rank in Fortitude saves increases to expert. When you roll a success on a Fortitude or Will save against a mental or incapacitation effect, you can Attune as a free action.

ANCESTRY FEATS 5TH

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

SOLAR WEAPON EXPERTISE 5TH

Your connection to stellar forces make your weapons lethal. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. Whenever you get a critical hit with your solar flare or solar weapon, you get its critical specialization effect.

STELLAR SENSES 7TH

Your careful training and honed senses give you increased awareness of your surroundings. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to initiative rolls, making you faster to react during combat. This bonus increases to +3 if you have the Incredible Initiative general feat (page 222).

WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you've practiced with most. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

SOLARIAN EXPERTISE 9TH

Your ability to manipulate stellar forces has improved. Your proficiency rank for your solarian class DC increases to expert.

STELLAR PARTITION 9TH

Your solar nimbus protects you against mental intrusions. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save against a mental or incapacitation effect, you get a critical success instead.

ARMOR EXPERTISE 11TH

You've spent so much time in armor that you know how to make the most of its protection. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

SOLARIAN WEAPON MASTERY 13TH

Your weapon becomes an extension of yourself. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increases to master.

GRAVITAS 15TH

You avoid harm by manipulating gravitational forces to protect your body. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

ARMOR MASTERY 17TH

You deftly protect yourself in almost any situation. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master.

SOLARIAN MASTERY 17TH

Your ability to manipulate stellar forces is unparalleled. Your proficiency rank for your solarian class DC increases to master.

STELLAR PARAGON 19TH

You're a paragon among solarians, capable of shaping stellar forces into powerful weapons that bend to your will. Your proficiency ranks for your solar flare and solar weapon increase to legendary.

SOLARIAN FEATS

At each level that you gain a solarian feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1ST LEVEL

BINARIC ASSAULT ◆◆ FEAT 1

ATTUNED | FLOURISH | SOLARIAN

You coordinate your attacks with both your solar flare and solar weapon. Make two Strikes at the same target, one with your solar weapon and one with your solar flare, each using your current multiple attack penalty. You can make these Strikes in whichever order you desire. After the first time a Strike hits, resolve the damage and effects, then swap your current attunement. If both attacks fail to hit, you become unattuned. Binaric Assault counts as two attacks when calculating your multiple attack penalty.

HAMPERING FLARE ◆ FEAT 1

ATTUNED | CYCLE | FLOURISH | SOLARIAN

You focus on your flare, setting up a blast of energy to disorient your foes. Make a ranged Strike with your solar flare. If this attack hits, the target is off-guard until the start of your next turn or until it Takes Cover, whichever comes first.

MEDITATIVE ANALYSIS ◆ FEAT 1

CYCLE | SOLARIAN

You briefly meditate on the nature of your foe and their role in the wider cosmos. Attempt a check to Recall Knowledge about a creature. On a success, your next Strike with a solar weapon against the target this round additionally gains a +1 circumstance bonus. If your Strike hits, you can choose which attunement benefit you gain for that strike. The subject of your check is temporarily immune to Meditative Analysis for 1 day.

SOLAR SHIELD FEAT 1

MANIFESTATION | SOLARIAN

You've developed a new solar manifestation—a small shield of stellar energy that orbits you. This energy shield has the attuned and solarian traits and doesn't require a hand to use. You can Raise a Shield (page 411), giving you a +1 circumstance bonus to AC until the start of your next turn. You gain the Shield Block general feat.

While the shield is raised, you can use the Shield Block reaction (page 228) with your shield. The shield has Hit Points equal to 5 plus twice your level and Hardness equal to half your level, rounded up. Your shield can't be broken, but if it's destroyed, you can't manifest a new shield for 10 minutes. If your shield vanishes due to you losing attunement, when you Attune to reform it, the shield returns with however many Hit Points it previously had. The shield regains all its lost Hit Points during your daily preparations and whenever you rest for at least 10 minutes, even if it's been destroyed.

Graviton-Attuned If your shield is destroyed, it releases a shock wave. Adjacent enemies must succeed at a Fortitude save against your class DC or be suppressed for 1 round (2 rounds on a critical failure).

Photon-Attuned If your shield is destroyed, it releases a flash of light. Adjacent enemies must succeed at a Fortitude save against your class DC or be dazzled for 1 round (blinded for 1 round on a critical failure).

SOLARIAN CRYSTALS

In addition to the effects gained from your attunement, your solar flare and solar weapon also benefit from specialized solarian crystals (page 276). These items increase the effectiveness of your solar flare and weapon as you progress in a campaign.

STELLAR RUSH ◆◆ FEAT 1

ATTUNED | CYCLE | MOVE | SOLARIAN | TRAVERSAL

You rush forward with a blast of stellar energy, getting into the thick of combat with ease. Stride twice. You gain a +10-foot circumstance bonus to your Speed during these moves.

Graviton-Attuned When you finish your Strides, enemies within 15 feet of you must attempt a Fortitude save against your class DC. On a failure, they're pulled directly toward you, ending in an adjacent square if possible. You select the order these enemies are moved.

Photon-Attuned When you finish your Strides, you create a photon field in a 15-foot burst centered on you. Until the start of your next turn, creatures outside the photon field are concealed to creatures inside the field.

TWIN WEAPONS FEAT 1

MANIFESTATION | SOLARIAN

You have a second solar weapon. When you take this feat or Re-Forge Solar Weapon, choose its traits separately from your first weapon. You can select a different damage type, traits, and weapon group for this second solar weapon. Add the agile and twin traits to the list of weapon traits you can apply to your solar weapons.

2ND LEVEL

DISTANT FLARE FEAT 2

SOLARIAN | MANIFESTATION

Your concentration lets you fire your solar flare even further. Increase the range increment of your solar flare by 15 feet.

ECLIPSE STRIKE ◆ FEAT 2

ATTUNED | CYCLE | FLOURISH | SOLARIAN

Your attacks create a brilliant eclipse that veil you from the enemy's view. Make a Strike with your solar weapon or your solar flare. On a hit, you create an impressive display of solar energy between you and your foe. Increase the level of cover you receive from your enemy by one step. Lesser cover becomes standard cover, or standard cover becomes greater

KEY TERMS

You'll see the following key traits in many solarian class features.

Attuned: You can't use abilities with the attuned trait while you're unattuned. Many attuned abilities require you to be specifically graviton-attuned or photon-attuned, while others can grant additional benefits based on your current stellar attunement.

Cycle: Actions with the cycle trait change your current stellar attunement to its opposite state. When you take such an action with this trait, you benefit from the additional effect of your current attunement if the action had the attuned trait, but once you complete the action, your attunement changes to its counterpart (so graviton-attuned if you were photon-attuned before taking the action, or vice versa).

Disharmony: Actions with the disharmony trait change your current stellar attunement to being unattuned. When you take such an action with this trait, you benefit from the additional effect of your current attunement if the action had the attuned trait, but once you complete the action, you become unattuned.

Flourish: Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can only use one action with the flourish trait per round.

Manifestation: Feats with this trait enhance or alter your solar manifestations (flare, nimbus, and weapon) or allow you to create a new type of solar manifestation.

cover in the case of creatures at least one size category larger than you. This effect lasts until the start of your next turn.

Graviton-Attuned For the duration, if you don't have any cover against an attack targeting you, you gain lesser cover against that attack.

Photon-Attuned For the duration, if the target you struck provides you cover against an enemy's attack, that enemy takes a –1 circumstance penalty to their attack roll.

MUTABLE MANIFESTATION FEAT 2

SOLARIAN | MANIFESTATION

With practice, you can make on-the-fly battlefield adjustments to your weapon, letting you choose the perfect attack for a situation. When you Attune, you can change the damage type of your solar weapon (but not its traits or weapon group), as if you'd Re-Forged Solar Weapon.

SHATTERING IMPACT ◆◆ FEAT 2

ATTUNED | DISHARMONY | FLOURISH | SOLARIAN

You pour all your effort into making a single attack with your solar weapon that's so powerful it shatters the weapon. Strike with your solar weapon. The Strike deals one additional weapon damage die. Your solar weapon shatters and must be manifested to continue using it.

Graviton-Attuned On a hit, the target takes a –10-foot status penalty to Speed until the start of your next turn.

Photon-Attuned On a hit, you additionally deal persistent fire damage equal to half your level, rounded up.

SOLAR RAMPART FEAT 2

SOLARIAN

Your training has helped you adapt to bulkier armor. You're trained in heavy armor. Whenever you gain a class feature that grants you expert or greater proficiency in medium armor, you also gain that proficiency in heavy armor. You treat armor you wear of 2 Bulk or higher as though it were 1 Bulk lighter (to a minimum of 1 Bulk).

4TH LEVEL

BLACK HOLE ◆◆ FEAT 4

ATTUNED | SOLARIAN

Frequency once per 10 minutes

Requirements You're graviton-attuned.

You concentrate on the gravitational forces around you, pulling matter toward you in emulation of a black hole. Select any number of creatures within 30 feet. Each affected creature takes 2d8 bludgeoning damage and must attempt a Fortitude save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage and is pulled 5 feet toward you.

Failure The creature takes full damage, is pulled 15 feet toward you, and is off-guard against the next melee attack that you attempt against it before the end of your current turn.

Critical Failure The creature takes double damage, is pulled 30 feet toward you, and is knocked prone.

Level (+2) Increase the damage by 1d8.

COSMIC INFUSION FEAT 4

ATTUNED | MANIFESTATION | SOLARIAN

You infuse your attunements with additional energy. When you deal fire damage or persistent fire damage due to being photon-attuned, you can instead choose to deal vitality damage or persistent vitality damage, which damages creatures with void healing, such as undead.

While graviton-attuned, Strikes with your solar weapon cause the target to count all squares within 10 feet as difficult terrain, rather than just adjacent squares.

NIMBUS WARD ⟲ OR ◆ FEAT 4

ATTUNED | MANIFESTATION | SOLARIAN

Trigger You would be damage by an attack, spell, or other effect.

Requirements You're aware of the triggering effect and not off-guard.

You harness your solar nimbus to protect yourself from harm. You gain resistance equal to half your level (rounded up) until the start of your next turn. You choose the type

SOLARIAN FEATS BY NAME

Use this table to look up solarian feats by name.

Feat	Level
Ascended Stability	12
Attuned Blow	16
Attuned Wards	18
Big Bang	14
Binaric Assault	1
Black Hole	4
Careful Strike	10
Clinging Flare	10
Constellation Vortex	6
Corona	6
Cosmic Alignment	20
Cosmic Infusion	4
Covering Flare	12
Defy Gravity	8
Distant Flare	2
Eclipse Strike	2
Flicker Strike	8
Hampering Flare	1
Harmonic Convergence	16
Homing Mote	18
Meditative Analysis	1
Mindward Shield	8

Feat	Level
Momentum	8
Mutable Manifestation	2
Nimbus Block	6
Nimbus Ward	4
Perfectly-Attuned	20
Plasma Ejection	4
Propulsive Shield	8
Shattering Impact	2
Singularity	14
Solar Barrage	6
Solar Rampart	2
Solar Shield	1
Solar Wind	8
Soul Furnace	10
Star Brand	6
Stellar Rush	1
Stellar Shield Collapse	14
Supernova	4
Twin Guard	10
Twin Weapons	1
Unstable Flare	14
Wormhole	12

of resistance when you use this action, depending on your current attunement.

You can use Nimbus Ward as a reaction only when the requirements and trigger are met, but you can use it as a 1-action activity without the requirements or trigger being met.

Graviton-Attuned Your resistance can be one of the following types of damage: bludgeoning, force, piercing, or slashing.

Photon-Attuned Your resistance can be one of the following types of energy damage: acid, cold, electricity, fire, or sonic.

PLASMA EJECTION ◆◆ FEAT 4

ATTUNED | CYCLE | FLOURISH | SOLARIAN

You unleash an ejection of plasma, hitting every creature in your choice of a 10-foot emanation or in a 30-foot line. Each creature in the area takes 3d6 fire damage with a basic Reflex save against your class DC. A creature that critically fails its save additionally takes 1d8 persistent electricity damage.

Graviton-Attuned A creature that fails its save is knocked prone.

Photon-Attuned Increase the fire damage to d8s.

Level (+2) The damage increases by 1d6 (or 1d8 if you're photon-attuned).

SUPERNOVA ◆◆ FEAT 4

ATTUNED | SOLARIAN

Frequency once per 10 minutes

Requirements You're photon-attuned.

You unleash your pent-up energy, causing it to erupt like the stellar events that birth and end stars. You can choose to affect creatures in a 15-foot or 30-foot emanation. Each affected creature takes 4d8 fire damage and must attempt a Reflex save against your class DC. If you choose the 30-foot option, you instead deal 4d6 fire damage.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled for 1 round.

Failure The creature takes full damage and is blinded for 1 round.

Critical Failure The creature takes double damage and is blinded for 1 minute.

Level (+1) Increase the damage by 1d8 (or 1d6 for the 30-foot option).

6TH LEVEL

CONSTELLATION VORTEX ◆ FEAT 6

ATTUNED | CONCENTRATE | SOLARIAN

You manifest a copy of your solar weapon, causing it to circle around you in a vortex, leaving constellation patterns in its wake. A creature that starts its turn adjacent to you takes damage of an amount and type equal to the weapon damage of your solar weapon, with a basic Reflex save against your class DC. If you already have an active vortex when you use Constellation Vortex, add another weapon to the vortex instead, up to a maximum of 3 weapons at any time. Each added weapon increases the damage of the vortex by 1. You can Sustain the vortex for up to 1 minute.

Sample Solarian

DEGRADANT

The irresistible, all-consuming power of black holes flows through you, allowing you to manipulate gravity in stunning deeds.

Attributes

Make Strength highest, followed by Constitution. Add to Dexterity and Wisdom for better defenses.

Skills

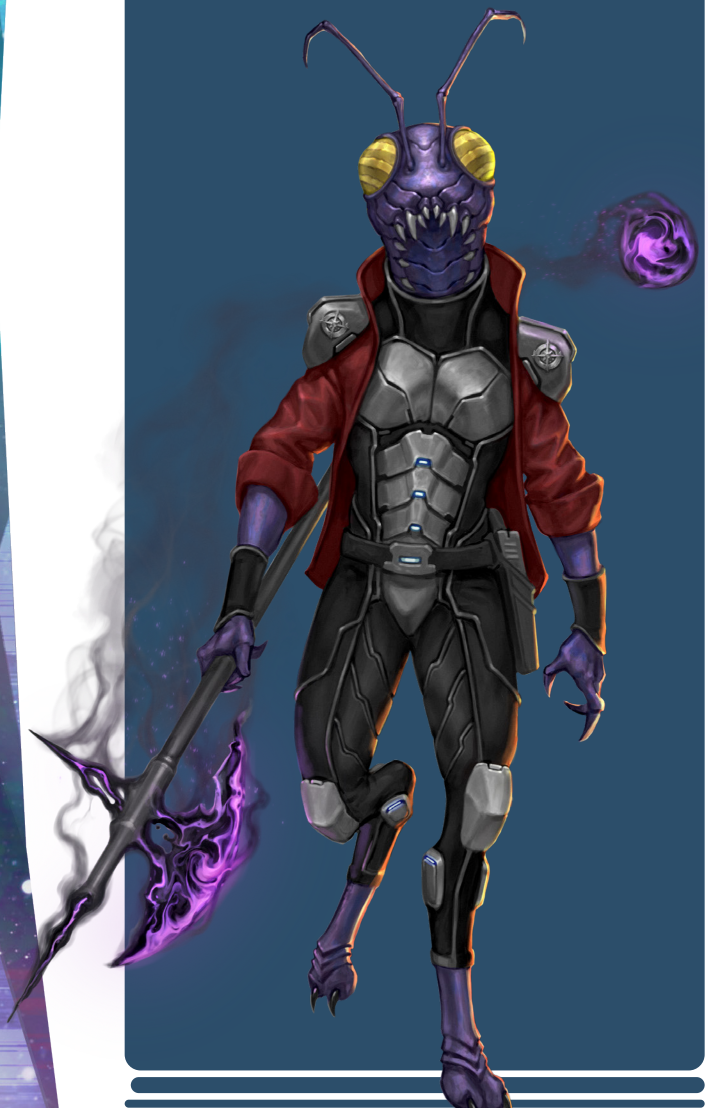
Acrobatics, Athletics, Computers, Survival, Thievery

Solar Weapon

Polearm (disarm, reach)

Feats

Stellar Rush (1st), Black Hole (4th), Defy Gravity (8th), Wormhole (12th)



When the vortex ends, it shatters, dealing damage equal to your level, plus 1 for each weapon in the vortex, to all adjacent creatures. This damage is of the same type as your solar weapon.

Graviton-Attuned Increase the damage of the vortex by 2 per weapon (including the first).

Photon-Attuned Add 1 fire damage per weapon (including the first).

Level (+3) The damage from each additional weapon increases by 2, and the extra damage from your attunement effect increases by 1.

CORONA ◆◆ FEAT 6

ATTUNED | SOLARIAN

You unleash a corona of stellar energy in a 10-foot emanation, which lasts until the end of your next turn. You can Sustain your Corona for up to 1 minute. If your attunement changes, your Corona's attunement effect changes to match. While graviton-attuned, your Corona has the darkness trait. While photon-attuned, your Corona has the light trait.

Graviton-Attuned Your Corona is darkness that prevents light from penetrating the area. This acts as a *darkness* spell with a spell rank equal to half your level.

Photon-Attuned Your Corona is solar light that sheds bright light in the area (and dim light for the next 20 feet). While within your Corona's bright light, invisible creatures become concealed, and creatures already concealed are no longer concealed.

NIMBUS BLOCK FEAT 6

ATTUNED | MANIFESTATION | SOLARIAN

Prerequisites Nimbus Ward and Solar Shield

You've combined the strength of your defensive powers such that your solar nimbus bolsters your solar shield. When you Shield Block a melee attack with your solar shield, as long as either you or your shield take damage from the attack, you can use Nimbus Ward as a free action.

SOLAR BARRAGE ◆◆ FEAT 6

ATTUNED | DISHARMONY | FLOURISH | SOLARIAN

You can fire off multiple shots with your solar flare in short succession. Make three solar flare Strikes against different targets, each with a –2 circumstance penalty. These attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made the attacks.

STAR BRAND ◆ FEAT 6

ATTUNED | MANIFESTATION | SOLARIAN

Requirements Your last action was a successful solar flare or solar weapon Strike against a creature.

You brand the creature with potent solar energy that keeps it visible and attracts your solar flare. When targeting the branded creature, increase the range increment of your solar flare by 60 feet. If the branded creature is invisible, or later becomes invisible, it's concealed instead. If the branded creature was already concealed for any other reason, it's no longer concealed.

The brand lasts 10 minutes but ends immediately if the branded creature is slain or you Star Brand a different creature.

8TH LEVEL

DEFY GRAVITY FEAT 8

ATTUNED SOLARIAN

You break the bonds of gravity. While graviton-attuned, you gain a fly Speed equal to your Speed.

FLICKER STRIKE ◆◆ FEAT 8

ATTUNED CYCLE SOLARIAN TELEPORTATION

You attack a target with your solar weapon, harnessing the collision's energy to attack another foe at the speed of light. Make a Strike with your solar weapon. On a hit, you teleport up to your Speed into an unoccupied square within reach of a different creature and then immediately make a solar weapon Strike against them. If your initial Strike fails, you don't teleport, and the action ends.

Graviton-Attuned Increase the range to double your Speed.

Photon-Attuned If a Strike made as part of this action is a critical success, the struck target is dazzled until the end of its next turn.

MINDWARD SHIELD FEAT 8

ATTUNED MANIFESTATION SOLARIAN

Prerequisites Solar Shield

Your solar shield acts as an anchor for your mind as much as your body. When your Raise your solar Shield, you gain the shield's circumstance bonus to Will saves. In addition, while you have your solar shield raised, you can Shield Block when you take damage as a result of a failed Will save, in addition to its usual trigger. If you do, the triggering damage bypasses your solar shield's object immunities.

MOMENTUM ◆ FEAT 8

ATTUNED FLOURISH SOLARIAN

Requirements Your last action was a successful solar weapon Strike.

You use the momentum of your last attack to maneuver around the battlefield, either by leaving photonic images or making great gravity-assisted leaps. Step twice.

Graviton-Attuned You move 10 feet with each Step, rather than 5 feet.

Photon-Attuned You leave an afterimage in the square you started in. This image lasts until the end of your next turn but ends early if another creature enters the space. This afterimage counts as an ally to you and your allies for the purposes of flanking.

PROPULSIVE SHIELD FEAT 8

ATTUNED SOLARIAN

Prerequisites Solar Shield

You fire blasts of solar energy through your raised shield, harnessing its gravitational force to propel your attacks. When you make a solar flare Strike while you have your solar shield raised, increase the range increment of your solar flare by 10 feet and increase the damage your solar flare deals by 1 per weapon damage die.

Graviton-Attuned The additional damage is bludgeoning damage. You gain a +2 circumstance bonus to the Trip attempt on a critical success.

Photon-Attuned The additional damage is fire damage. Increase the persistent fire damage on a critical success to 1d8.

SOLAR WIND FEAT 8

ATTUNED SOLARIAN

You can partly discorporate your body, becoming a blur of stellar matter pushed by invisible solar winds. While photon-attuned, you gain a +10-foot circumstance bonus to Speed and can move through the space of a single unwilling creature each time you Stride.

10TH LEVEL

CAREFUL STRIKE ◆ FEAT 10

ATTUNED FLOURISH SOLARIAN

You focus on your solar weapon's trajectory so you can adjust it up to the last possible moment and turn a missed attack into a glancing blow. Make a Strike with your solar flare or solar weapon. It gains the following failure effect.

Failure Your attack deals damage equal to your Strength modifier. It doesn't count as a hit and doesn't trigger any other special abilities.

CLINGING FLARE ◆ FEAT 10

ATTUNED CYCLE FLOURISH SOLARIAN

Your flare wraps around your foes on impact, entangling them. Make a solar flare Strike. On a hit, the target is immobilized until the end of its next turn or until it Escapes (against your class DC), whichever comes first. On a critical hit, the target is additionally off-guard for as long as it's immobilized.

SOUL FURNACE ◆ FEAT 10

CONCENTRATION HEALING SOLARIAN

Frequency once per affliction every 24 hours

Your soul becomes fuel, burning away your life force to purge an affliction. Choose a disease or poison you're afflicted by. Lose a number of Hit Points equal to the level of the affliction. Attempt a new saving throw against the affliction, as though you were at the end of its listed interval. If you fail or critically fail this save, don't increase the affliction's stage.

TWIN GUARD ⤾ FEAT 10

SOLARIAN

Prerequisites Twin Weapons

Trigger A creature within your reach critically hits you with a melee Strike, and you're wielding two solar weapons.

You raise one of your weapons to intercept a particularly deadly attack. You gain resistance equal to your level against the triggering attack. One of your solar weapons shatters and is no longer manifested.

12TH LEVEL

ASCENDED STABILITY ⤾ FEAT 12

ATTUNED SOLARIAN

Trigger You would cycle or become unattuned.

You briefly enter a meditative state in which you re-center yourself and remember the ever-shifting balance between the violent extremes of the cycle. You don't become unattuned or cycle, and you remain in your current attunement state.

COVERING FLARE ◆◆ FEAT 12

ATTUNED FLOURISH SOLARIAN

You use your solar flare to cover yourself as you close in on your foes. You Stride twice; at any point during this movement, you can make a solar flare Strike. On a hit, the target is also suppressed until the end of its next turn.

WORMHOLE ◆◆ FEAT 12

ATTUNED CYCLE SOLARIAN TELEPORTATION

Frequency once per hour

You force a rip in space that acts as a tunnel to a nearby location. Create two wormholes in unoccupied squares in line of effect that are within 100 feet, visible to you, and at least 15 feet apart. When a creature enters a wormhole's space, they emerge in an unoccupied space of their choice adjacent to the other wormhole. A creature that isn't flying treats all spaces lacking solid ground as occupied. If there's no valid space for the creature to enter, then both wormholes collapse and the creature remains in the space where it entered the first wormhole. The wormholes last for 1 round before collapsing, but you can Sustain the wormholes for up to 1 minute. Use your attunement when you take the Wormhole action to determine its attuned effects.

Graviton-Attuned A creature beginning its turn adjacent to a wormhole must succeed at a Fortitude save against your class DC or be pulled into the wormhole.

Photon-Attuned A creature entering the wormhole becomes concealed until the start of its next turn.

14TH LEVEL

BIG BANG ◆◆◆ FEAT 14

ATTUNED DISHARMONY SOLARIAN

Frequency once per hour

Requirements You're photon-attuned.

You manifest a fragment of the cosmic forces from the Universe's first moments, unleashing a blast of scouring cosmic fire that reverts all things to their basic components and overcomes even magical defenses. This deals 10d6 fire damage to all creatures in a 30-foot emanation. You and any number of adjacent allies are unaffected by this Big Bang. Affected creatures can attempt a Reflex save against your class DC.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 2d6 persistent fire damage.

Critical Failure The creature takes double damage and 4d6 persistent fire damage, and you can attempt to counteract a spell on the creature, using half your level, rounded up, as the counteract rank.

Level (+1) Increase the damage by 1d6.

SINGULARITY ◆◆◆ FEAT 14

ATTUNED DARKNESS DEATH DISHARMONY SOLARIAN

Frequency once per hour

Requirements You're graviton-attuned.

You call upon a shred of the unstoppable cosmic force that eventually destroys all things. You concentrate and manifest the pinpoint center of a black hole within 60 feet. This occupies a single 5-foot space. Creatures within the singularity's space take 10d8 void damage with a basic Reflex save against your class DC. Any creature dropped to 0 Hit Points by this effect is torn asunder and pulled into the singularity, leaving no remains. Until the end of your next turn, light can't pass through the singularity's space and all adjacent squares, shrouding it in darkness that even creatures with darkvision or greater darkvision can't see through. Any creature that starts its turn in the darkness must succeed at a basic Fortitude save against your class DC or become slowed 1 for that turn.

Level (+2) Increase the damage by 2d8.

STELLAR SHIELD COLLAPSE ⤾ FEAT 14

ATTUNED SOLARIAN

Prerequisites Solar Shield plus either Black Hole or Supernova

Trigger Your Solar Shield is destroyed while you have it raised.

Requirements You haven't used Black Hole or Supernova within the last 10 minutes.

Your solar shield collapses in on itself.

Graviton-Attuned Immediately use Black Hole as a free action (if you have the Black Hole feat).

Photon-Attuned Immediately use Supernova as a free action (if you have the Supernova feat).

UNSTABLE FLARE ◆◆ FEAT 14

ATTUNED DISHARMONY FLOURISH SOLARIAN

Prerequisites Solar Barrage

You supercharge your solar flare and unleash multiple simultaneous blasts at all foes in an area. Make a solar flare Strike with a –2 circumstance penalty against each enemy in a 15-foot burst centered on any point within your solar flare's first range increment. Each attack counts toward your multiple attack penalty, but you don't increase your penalty until you've made all your attacks.

Graviton-Attuned You can Stride up to half your speed once as a free action immediately before or after making your attacks.

Photon-Attuned You're concealed to each target of this attack until the start of your next turn.

16TH LEVEL

ATTUNED BLOW FEAT 16

SOLARIAN

You can use your manifestations immediately upon attuning yourself. When you Attune as a single action, you can make a Strike with your solar flare or solar weapon as a free action.

HARMONIC CONVERGENCE FEAT 16

SOLARIAN

Dissonance grants you some clarity and a brief second wind in stressful situations. When you use an action with the disharmony trait, you gain a number of temporary Hit Points equal to half your level until the start of your next turn.

18TH LEVEL

ATTUNED WARDS FEAT 18

ATTUNED SOLARIAN

You extend your control of stellar forces to punish your foes. Creatures that hit you with an attack suffer consequences based on your attunement.

Graviton-Attuned The creature is clumsy 1 and off-guard for 1 round. This increases to clumsy 2 if this is the second time it hit you this turn.

Photon-Attuned The creature takes persistent fire damage equal to half your level.

HOMING MOTE FEAT 18

MANIFESTATION SOLARIAN

You've come to rely on ranged motes as much as you do your solar weapon. Triple the range increment of your solar flare. When you make a solar flare Strike against a target within your first range increment, you ignore the target's concealment and cover.

20TH LEVEL

COSMIC ALIGNMENT FEAT 20

SOLARIAN

You reach true alignment with the cosmic cycle. You're permanently quickened. You can use your extra action only to Attune or make a Strike with your solar flare or solar weapon.

PERFECTLY-ATTUNED FEAT 20

ATTUNED SOLARIAN

You have absolute control and understanding of your attunement with the stellar forces of the cosmos. If you would become graviton- or photon-attuned, you instead become perfectly-attuned. When you're perfectly-attuned, you can choose which attunement bonus to benefit from (either graviton- or photon-attuned) when using any of your abilities. If any of your abilities require you to be in a specific attunement state, being perfectly-attuned counts as your choice of graviton- or photon-attuned.

SOLDIER

You're a master of area weapons, heavy armor, and soaking damage. You fight in the thick of the battle and unleash devastating salvos against your foes as you take withering fire in return. By laying down a barrage of suppressing fire with powerful weapons, you set your allies up to fulfill their respective roles while encouraging enemies to focus on you.

KEY ATTRIBUTE

Constitution

At 1st level, your class gives you an attribute boost to Constitution.

HIT POINTS

10 + Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You set yourself up on the battlefield to rain down fire with heavy weapons. You defy damage and keep your comrades safe from foes as they target you.

DURING SOCIAL ENCOUNTERS...

You might stand back and let others do the talking, using your menacing presence to remind others not to mess with your allies. Sometimes you might surprise others with an insightful take.

WHILE EXPLORING...

You're at the front of the group. You position yourself so you can unload a magazine into any ambush that might pop up while body blocking for your allies.

IN DOWNTIME...

You might join a military, perform physical labor, or take mercenary jobs when you need credits. You likely spend time training at a gym or tinkering with your weapons and shopping for new ammunition and upgrades.

YOU MIGHT...

- Use your heavy weapons to demand enemy attention in combat, enjoying the challenge of battle while soaking attacks for your allies.
- Rush forward, knowing that your bulk and endurance will see you through.

OTHERS PROBABLY...

- Rely on you to lead the charge and take incoming fire.
- Assume there's not much of a personality or intellect under all that armor.
- Appreciate your menacing presence at the negotiating table.

CLASS FEATURES

You gain these abilities as a soldier. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude is not printed; the ranks are:

Expert in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Intimidation
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in all armor
Trained in unarmored defense

CLASS DC

Trained in soldier class DC

SOLDIER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, suppressing fire, primary target, soldier fighting style, walking armory, soldier feat
2	Skill feat, soldier feat
3	Fearsome bulwark, general feat, reflex expertise, skill increase
4	Skill feat, soldier feat
5	Ancestry feat, attribute boosts, perception expertise, skill increase, soldier weapon expert
6	Skill feat, soldier feat
7	Armor expertise, general feat, skill increase, soldier expertise, tough as nails, weapon specialization
8	Skill feat, soldier feat
9	Ancestry feat, skill increase
10	Attribute boosts, skill feat, soldier feat
11	General feat, skill increase, soldier's resolution
12	Skill feat, soldier feat
13	Ancestry feat, armor mastery, skill increase
14	Skill feat, soldier feat
15	Attribute boosts, general feat, skill increase, soldier weapon mastery, unshakable juggernaut
16	Skill feat, soldier feat
17	Ancestry feat, legendary armor, skill increase
18	Skill feat, soldier feat
19	General feat, legendary soldier, skill increase
20	Attribute boosts, skill feat, soldier feat

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

SUPPRESSING FIRE

You have a knack for using powerful weapons to harry your foes and hinder their movement, preventing them from operating at their peak. If you make an attack with a weapon that has the area trait (such as from the Area Fire or Auto-Fire actions), you use it in a manner that suppresses your targets. Enemies in the affected area who fail their save against your attack become suppressed (page 440) until the start of your next turn. A suppressed target takes a –1 circumstance penalty on attack rolls and takes a –10-foot status penalty to its Speeds. Some soldier abilities and class feats interact further with the suppressed condition.

PRIMARY TARGET

You can focus fire on a single target when unleashing the full devastation of your powerful area weaponry. Before you make an area attack with a weapon (such as from the Area Fire or Auto-Fire actions), you can make a ranged Strike as a free action with the same weapon against a single creature in the area, who's selected as your primary target. If your attack is a burst, you must select the creature closest to the center of the attack. If your attack is a cone or line, you must select the creature closest to you. If two or more creatures are equidistant, you can choose which one is your primary target. On a hit, if your primary target rolls a success against your Area Fire or Auto-Fire action, they get a failure instead. This Strike doesn't count toward your multiple attack penalty.

SOLDIER FIGHTING STYLE

As a soldier, you train using a specific style of fighting. Your style determines how you approach combat and often changes how you take advantage of your ability to suppress targets. Choose a soldier fighting style. The fighting styles presented in this book are as follows.

Action Hero

You believe that anything can be solved by shooting your way out. Somehow, your bravado and over-the-top actions have a way of working out for you, despite logic often suggesting otherwise. To you, there's no problem that a barrage of bullets or laser blasts can't fix. You've become a specialist at dealing out devastation with automatic weapons, whether you're fighting on the front line, operating a turret in a speeding vehicle, or blasting through a crowd of enemies.

When you successfully make a ranged Strike with an automatic weapon, you suppress the target until the start of your next turn. In addition, when you Auto-Fire, the size of the cone is equal to the weapon's full range increment, rather than half. When using the Auto-Fire action, you can designate a target anywhere in the cone to be your primary target, rather than the creature closest to you.

Armor Storm

Your armor feels like a part of you and stands up to heavy fire in the thick of battle. Your armor absorbs greater damage from attacks made by enemies you've suppressed. In a fight, you likely body block or stand in front and try to keep the enemy's ire, trusting your armor to keep you alive.

You never count as being in the area of a ranged weapon you've made an attack with. You gain resistance equal to half your level (minimum 1) to all damage against attacks made by suppressed targets.

You don't need a free hand to Disarm, Grapple, Reposition, Shove, or Trip. You gain a +1 status bonus on Athletics checks to Disarm, Grapple, Reposition, Shove, and Trip suppressed foes.

When you successfully Disarm, Grapple, Reposition, Shove, or Trip a creature, it becomes suppressed until the start of your next turn.

Bombard

There's nothing like a big gun (or maybe several) to get you through tough times. You've come to terms with the fact that a stray bullet from one of your barrages might sometimes hit an ally, but you try to minimize such instances of "friendly fire." You've trained to avoid harming allies with your barrages and learned to expertly position your attacks around them.

When you attack with an area weapon, you can select a number of allies within the area equal to half your Constitution modifier. The selected allies are unaffected by the attack. In addition, enemies who succeed (but not critically succeed) on their save against an area attack you make are still suppressed until the start of your next turn.

Close Quarters

While you have the necessary training to employ heavy weapons, you believe it's important to keep a backup for when foes get too close. You might be a veteran Veskarium trooper who knows their way around a doshko or a devotee of Zon-Shelyn dealing holy wrath with a painglaive. Blows with heavy close combat weapons hinder your foes just as effectively as when you fire a rotolaser or a missile launcher.

As long as you're wielding a two-handed melee weapon, you meet the requirements for soldier feats that require an area weapon. When you're using a soldier feat, any two-handed melee weapon you're wielding gains area (burst 5 feet), and you're unaffected by your attacks with that weapon. You can make a melee Strike with a two-handed melee weapon instead of a ranged Strike with primary target or any soldier feat. In addition, you gain the Whirling Swipe feat (page 155).

Erudite Warrior

You realize that not every situation should be solved with a gun. You're an intellectual as well as a warrior, solving problems logically and learning about the galaxy. You keep your mind sharp with formal education or self-guided study. When logic breaks down, you're always ready to fall back on your combat training.

Choose either Diplomacy or Society. You become trained in the chosen skill and one Lore skill of your choice. When you gain armor expertise, you gain expert proficiency in Diplomacy or Society (whichever you selected) and the Lore skill you selected. This increases to master proficiency when you gain armor mastery, and to legendary proficiency when you gain legendary armor. You also gain the Oppressive Presence action.

OPPRESSIVE PRESENCE ◆

SOLDIER

Frequency once per round

You unnerve foes with a look, or similarly unsettle them with subtle mannerisms or veiled threats. One enemy creature of your choice within 60 feet becomes suppressed until the start of your next turn. If the creature targets you with a Strike or other offensive action, it loses the suppressed condition from this effect.

WALKING ARMORY

Your endurance training empowers you to carry a load of heavy equipment. When determining your Strength for using armor, you can instead choose to use your Constitution modifier. If you already meet the Strength requirement for the armor you're wearing, reduce that armor's Bulk by 1 (to a minimum of 1).

In addition, increase the amount of Bulk you can carry before becoming encumbered by half your Constitution modifier rounded up. Increase your maximum carried Bulk by your Constitution modifier.

SOLDIER FEATS

At 1st level and every even-numbered level, you gain a soldier class feat. These begin on page 155.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

FEARSOME BULWARK 3RD

Your sheer bulk terrifies foes, clearing a path for you on the battlefield. You can use your Constitution modifier instead of your Charisma modifier on Intimidation checks to Coerce or Demoralize and instead of your Strength modifier on Athletics checks to Reposition or Shove.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

REFLEX EXPERTISE 3RD

You've developed a knack for dodging danger. Your proficiency rank for Reflex saves increases to expert.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ANCESTRY FEATS 5TH

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

PERCEPTION EXPERTISE 5TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

SOLDIER WEAPON EXPERT 5TH

Through practical experience, you've learned how to use your weapons in a way that both pulverizes your foes and best takes advantage of your area attacks. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increases to expert. You gain access to the critical specialization effects of weapons with the area or automatic traits.

ARMOR EXPERTISE 7TH

You have grown accustomed to wearing armor and can make the most of its protection. Your proficiency ranks for light armor, medium armor, heavy armor, and unarmored defense increase to expert. You gain the armor specialization effects of medium and heavy armor.

SOLDIER EXPERTISE 7TH

Your ability to unleash area attacks and utilize your equipment improves. Your proficiency rank for your soldier class DC increases to expert.

TOUGH AS NAILS 7TH

Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

WEAPON SPECIALIZATION 7TH

You inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

SOLDIER'S RESOLUTION 11TH

Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

ARMOR MASTERY 13TH

Your skill with armor further improves. Your proficiency ranks for light armor, medium armor, heavy armor, and unarmored defense increase to master.

SOLDIER WEAPON MASTERY 15TH

Through skill and dedication, you've mastered devastating weapons. Your proficiency rank for your soldier class DC increases to master. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to master.

UNSHAKABLE JUGGERNAUT 15TH

Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you fail a Fortitude save against an effect that deals damage, you halve the damage you take.

LEGENDARY ARMOR 17TH

Your skill with armor is unparalleled. Your proficiency ranks for light armor, medium armor, heavy armor, and unarmored defense increase to legendary.

LEGENDARY SOLDIER 19TH

You're a legendary hero (or outlaw) of the galaxy renowned for the rain of destruction you unleash on a battlefield. Your proficiency rank for your soldier class DC increases to legendary.

SOLDIER FEATS

At every level that you gain a soldier feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

BURST OF STRENGTH ↺ FEAT 1

FORTUNE SOLDIER

Frequency once per hour

Trigger You fail an Athletics check to Disarm, Grapple, Reposition, Shove, or Trip.

You draw on your inner reserves and rally yourself to try again. Reroll the triggering check, but you must use the new result, even if it's worse.

PIN DOWN ↺ FEAT 1

SOLDIER

Trigger A creature you're observing succeeds at their saving throw against your Area Fire or Auto-Fire attack.

You focus your weapons fire on a resilient target in order to suppress them with the sheer ferocity of your assault. The required target must succeed at a Will save against your class DC or become suppressed until the start of your next turn.

QUICK SWAP ↺ FEAT 1

SOLDIER

Trigger You're wielding a two-handed weapon, and an enemy creature moves adjacent to you.

You can switch weapons in stressful situations so that you quickly set yourself up to punish incoming foes. You stow your current weapon and draw another two-handed weapon. If you have multiple sets of arms, you can instead Switch Hands (page 254).

READY RELOAD ◆ FEAT 1

SOLDIER

Requirements You're wielding a two-handed ranged weapon with a reload of 2 or more, and your last action was an attack that expended ammo from the weapon.

You know that reloading a weapon can be a delicate process, but you've mastered how to do so in the middle of combat, starting while still in the act of firing your weapon. Reduce your weapon's reload cost by 1, then Interact to reload your weapon. Unlike most Interact actions, you don't need a free hand to reload your ranged weapon in this way.

WHIRLING SWIPE ◆◆ FEAT 1

SOLDIER

Requirements You're wielding a two-handed melee weapon.

You swipe your weapon in a wide swing to create a deadly arc. Your weapon gains the area (burst 5 feet) and unwieldy traits until the end of the turn. If your weapon has reach, the burst radius becomes the reach of your weapon. Area Fire with the required weapon, centering the burst on a corner of a square you occupy. You're excluded from the burst. If you're using a weapon with the backswing or sweep trait, you gain a +1 circumstance bonus to the save DC of the attack. If you have the primary target class feature, the primary target Strike you make is a melee Strike, rather than a ranged Strike.

2ND LEVEL

MENACING LAUGHTER ◆ FEAT 2

AUDITORY SOLDIER

Your laughter (or other vocalization) remains audible over the din of your weapons fire. Attempt an Intimidation check to Demoralize each creature within 30 feet who's suppressed.

KEY TERMS

You'll see the following key terms in many soldier class features.

Area Fire: This is a special action usually made with weapons that have the area trait. This type of action is used to launch weapons that affect a wide area, such as a burst, cone, or line. See page 410 for more details on area weapons and the Area Fire action.

Auto-Fire: This is a special action usually made with weapons that have the automatic trait. This type of action is used to fire weapons in rapid succession, affecting all foes in a wide cone. See page 410 for more details on automatic weapons and the Auto-Fire action.

Suppressed: Suppressed is a condition often applied by the soldier when using area and automatic weapons against targets. Creatures a soldier suppresses might receive additional conditions and other negative effects using feats with the suppressed trait; a soldier can only apply one such feat each time they use an action that confers the suppressed trait. For more information on suppressed, see page 440.

RELENTLESS ENDURANCE ⤾ FEAT 2

SOLDIER

Frequency once per hour

Trigger You take damage.

You bounce back stronger after a hit, ready to continue the fight. You gain 1d8+4 temporary Hit Points that last for 1 minute. Increase this amount by 1d8+4 at 6th level and every 4 levels thereafter.

SHOT ON THE RUN ◆◆ FEAT 2

SOLDIER | TRAVERSAL

Requirements You're wielding an area or automatic weapon.

By preparing your weapon while on the move, you ready yourself to fire a salvo as soon as you're in position. Stride up to your Speed, and then Area Fire or Auto-Fire.

YOU'LL HAVE TO GO THROUGH ME! ◆◆ FEAT 2

SOLDIER

You brace yourself as you prepare to defend your allies behind you. You Area Fire or Auto-Fire. Until the start of your next turn or until you use a move action, whichever happens first, you gain the Living Shield reaction and, if you would be moved by a forced movement effect, you move 10 feet less.

Living Shield ⤾ **Trigger** An ally you're providing cover to or adjacent to is damaged by an enemy; **Effect** Reduce the triggering damage by an amount equal to your level plus your Constitution modifier. You take an amount of damage equal to the damage negated.

4TH LEVEL

COLLATERAL WITNESS ⤾ FEAT 4

SOLDIER

Trigger You reduce your primary target to 0 Hit Points using Auto-Fire.

With a subtle gesture of your weapon and a stare, you remind a survivor of your onslaught that there's more where that came from. Demoralize a single creature that was in the area of your Auto-Fire; you gain a +2 circumstance bonus to this check. If you have legendary proficiency in Intimidation, or if you have the action hero fighting style and the target of Collateral Witness is the enemy closest to you, you can use this as a free action with the same trigger.

OVERWHELMING ASSAULT FEAT 4

SOLDIER

You overwhelm the defenses of suppressed foes. Your multiple attack penalty for attacks against suppressed targets is –4 (–3 with an agile weapon) on your second attack of the turn instead of –5, and –8 (–7 with an agile weapon) on your third and subsequent attacks of the turn instead of –10.

PUNISHING SALVO ◆ FEAT 4

SOLDIER

Requirements Your last action this turn was an Area Fire attack.

You know unleashing a barrage of gunfire can bring most enemies low. You make a follow-up Strike against your primary target using the same weapon. Ignore the unwieldy trait on your weapon when using this action. This doesn't make a new area attack and is treated as a Strike made using primary target.

SHOVING SHOT ◆◆ FEAT 4

SOLDIER

Requirements You're wielding an area or automatic weapon.

You use the blast of your weapon to push back your adversaries. You Area Fire or Auto-Fire. Your primary target must attempt a Fortitude save against your class DC.

Failure The target is pushed back 10 feet. If using an area (burst) weapon, the target is pushed away from the burst's center point.

Critical Failure As failure, but the target is pushed 15 feet.

WIDEN AREA ◆ FEAT 4

MANIPULATE | SOLDIER

Requirements You're wielding an area or automatic weapon.

You set up your area weapon to affect more targets. If the next action you use is to Area Fire or Auto-Fire in a burst, cone, or line, or if you use Whirling Swipe, you increase the area of that attack. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that's normally 15 feet or smaller, and add 10 feet to the length of a larger cone or line.

SOLDIER FEATS BY NAME

Use this table to look up soldier feats by name.

Feat	Level
Ammo Hoarder	8
Anchoring Impacts	10
Bring It On!	8
Brutal Barrage	10
Bullet Hell	12
Bullet Typhoon	20
Burst of Strength	1
Collateral Witness	4
Come Get Some!	10
Concentrated Shot	8
Coordinated Fire	18
Covering Fire	6
Damoritosh's Grip	18
Dance!	10
Death Blossom	12
Fan the Hammer	14
Fog of War	6
Hammer the Nail	12
Hybrid Technique	20
I'll Be Back	6
Intimidating Taunt	6
Light 'Em Up	16
Load-Bearing Hero	12
Menacing Laughter	2
Offensive Defense	6
Overkill	16
Overwatch	8
Overwhelming Assault	4
Pin Down	1
Punishing Salvo	4
Punitive Strike	6
Quick Swap	1
Ready Reload	1
Relentless Endurance	2
Rocket Jump	12
Run Hot	8
Run, Cowards!	14
Scattering Fire	14
Shell Shower	10
Shot on the Run	2
Shoving Shot	4
Soldier's Training	16
Spread the Love	18
Terror-Forming	14
Vector Reflector	14
Whirling Swipe	1
Widen Area	4
You'll Have To Go Through Me!	2

6TH LEVEL

COVERING FIRE ◆ OR ◆◆ FEAT 6

SOLDIER

You make a well placed shot or unleash a hail of fire to cover your allies. Make a ranged Strike against a target and select one ally within range of the same attack. If your Strike hits your target, you deal no damage, but the targeted creature becomes suppressed and takes a –2 circumstance penalty on attacks made against your ally until the end of your next turn.

You can use Covering Fire as a 2-action activity to Area Fire or Auto-Fire instead of making a ranged Strike, affecting targets that fail their save.

FOG OF WAR ◆◆ FEAT 6

SOLDIER

Requirements You're wielding an area or automatic weapon.

The flash and smoke from your frenzied gunfire conceals you from any enemies who might be left standing in the aftermath. You Area Fire or Auto-Fire. You leave behind a cloud of smoke and dust within the area that lasts until the end of your next turn or until dissipated by a strong wind (whichever happens first). Creatures in the area have the concealed condition, and all other creatures are concealed to them.

I'LL BE BACK ⟲ FEAT 6

SOLDIER

Frequency once per day

Trigger You regain consciousness after being unconscious.

Even when you're downed, you get right back into the thick of things once recovered. You Stand and Interact to draw a weapon or grab an unattended weapon.

INTIMIDATING TAUNT ◆ FEAT 6

CONCENTRATE **MENTAL** **SOLDIER**

Prerequisites trained in Intimidation

You taunt your enemy mercilessly, forcing them to acknowledge you as an immediate threat. Attempt an Intimidation check and compare it to the Will DC of one enemy creature within 60 feet. This action has the auditory trait or visual trait, depending on how you taunt your enemy.

Critical Success Your taunts sting hard. Until the start of your next turn, any hostile actions that the creature takes must include you as a target or include you in the area; otherwise, the creature takes a –2 circumstance penalty to attack rolls and to its save DC for those hostile actions.

Success As critical success, but only the first hostile action that the creature takes is affected.

Failure The creature is unaffected.

Sample Soldier

FRONTLINER

You lay down heavy fire with big guns while body blocking for your allies.

Attributes

Prioritize Constitution, followed by Dexterity for wielding your zero cannon and Wisdom for your Perception and Will saves.

Skills

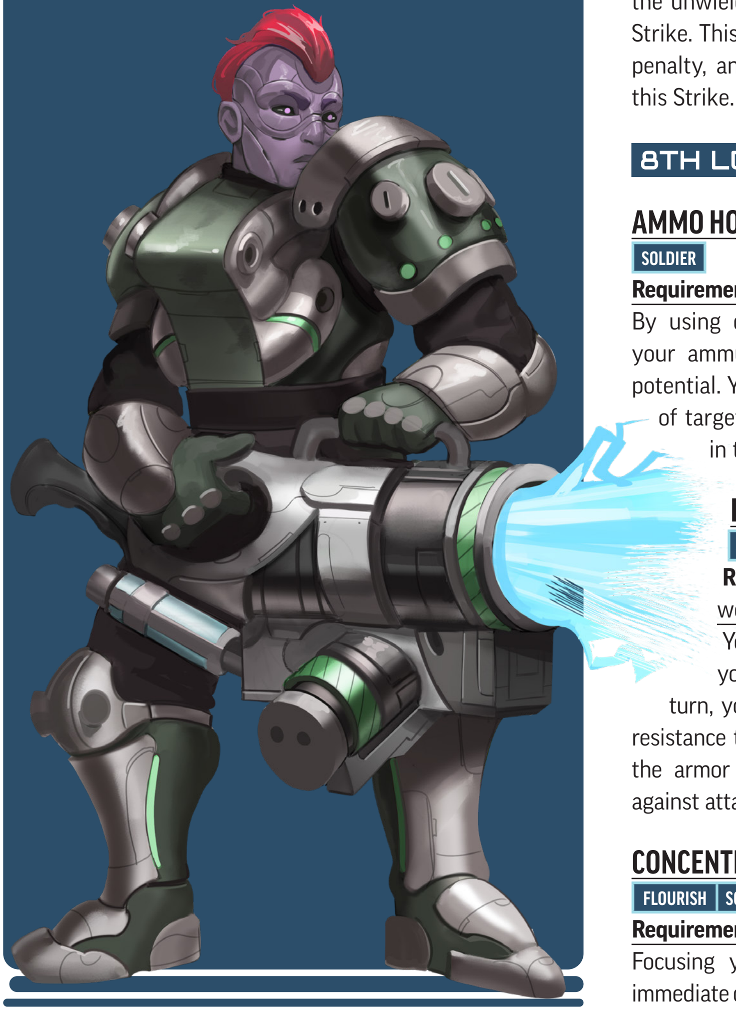
Athletics, Warfare Lore

Fighting Style

Bombard

Feats

Pin Down (1st), Shot on the Run (2nd), Covering Fire (6th), Terror-Forming (14th)



OFFENSIVE DEFENSE ◆◆ FEAT 6

SOLDIER

Requirements You have a force field upgrade in your armor or are holding a tech shield.

You overcharge a shield to create a concussive blast that repulses nearby foes. You Area Fire using your force field or shield, dealing 2d10 bludgeoning damage in a 5-foot radius burst centered on one corner of a square you occupy. This attack has the tracking +1 trait and is in the shield weapon group. A creature that fails its save is pushed back 5 feet. If you have the primary target class feature, the primary target Strike uses your force field or shield.

Special If you're using a force field or shield that's superior or better, the tracking trait increases to +2, or +3 if ultimate or better. Likewise, if it's elite or better, the damage increases to 3d10, or 4d10 if paragon.

PUNITIVE STRIKE ↺ FEAT 6

SOLDIER

Trigger A creature within your reach uses a manipulate action, makes a ranged Strike, uses a move action, or leaves a square during a move action it's using.

Your foe's momentary lapse in defense gives you an opening Make a melee Strike against the triggering creature, ignoring the unwieldy trait on any weapons you're wielding for this Strike. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

8TH LEVEL

AMMO HOARDER FEAT 8

SOLDIER

Requirements You're wielding an automatic weapon.

By using direct and methodical burst fire, you conserve your ammunition without compromising your destructive potential. Your Auto-Fire has an expend equal to the number of targets in the area, rather than the number of targets in the area × 2.

BRING IT ON! ◆ FEAT 8

SOLDIER

Requirements You're wielding a two-handed weapon.

Your sheet bravado bolsters your defenses despite your recklessness. Until the start of your next turn, you take a –2 circumstance penalty to AC and gain resistance to all damage equal to half your level. If you have the armor storm fighting style, this resistance is doubled against attacks made by suppressed creatures.

CONCENTRATED SHOT ◆◆ FEAT 8

FLOURISH SOLDIER

Requirements You're wielding an automatic weapon.

Focusing your fire enables you to target an enemy for immediate destruction. Make a ranged Strike with an automatic weapon, expending three times the ammo and gaining a +4 circumstance bonus to damage. This bonus increases to +6 at 11th level and +8 at 15th level.

OVERWATCH ⤾ FEAT 8

SOLDIER

Trigger A suppressed creature within your weapon's first range increment makes a ranged attack or leaves a square during a move action it's using.

You concentrate fire on a specific target operating within your weapon's threat range. Make a ranged Strike against the triggering creature, ignoring the unwieldy trait of weapons you wield for this Strike. On a critical hit, if the triggering action was a move action, you disrupt that action.

RUN HOT ◆◆◆ FEAT 8

SOLDIER

Requirements You're wielding an area weapon.

You hold down the trigger and push your weapons to their absolute limits with a ceaseless barrage of firepower. Area Fire twice with the required weapon, ignoring the unwieldy trait of your weapon. Creatures in the area of the second Area Fire attack gain a +2 circumstance bonus to their save.

After you use this action, your weapon must cool off and can't be used until after your next turn or until you take any amount of cold damage.

10TH LEVEL

ANCHORING IMPACTS FEAT 10

SOLDIER | SUPPRESSED

Prerequisites suppressing fire

Your suppressing attacks pin foes in place, preventing them from moving at more than a crawling pace. When you suppress a target with one of your attacks, increase the speed penalty to a –20-foot status penalty for the duration of the suppressed condition. If the effect that imparted the suppressed condition was a critical hit, or the target critically fails its save and becomes suppressed, then the target also becomes stunned 1.

BRUTAL BARRAGE ◆ FEAT 10

FLOURISH | SOLDIER

Requirements You're wielding an area or automatic weapon.

You prepare the perfect shot, able to tear through those closest to the impact point. If your next action is to Area Fire, Auto-Fire, or Whirling Swipe, add two additional weapon damage dice to targets who are adjacent to the center point of impact or within the first 10 feet of a cone or line.

COME GET SOME! ⤾ FEAT 10

SOLDIER

Frequency once per day

Trigger You are reduced to 0 Hit Points and would fall unconscious.

You fight on to the absolute last, pushing yourself to make one final attack at a foe. Make a Strike with a –2 circumstance penalty, or make an Area Fire or Auto-Fire attack ignoring the unwieldy trait and with the save DC decreased by 2. After the attack is concluded, you immediately fall unconscious and gain the dying condition.

DANCE! FEAT 10

SOLDIER | SUPPRESSED

Prerequisites suppressing fire

You compel enemies to avoid your attacks by aiming at their legs, wings, or other forms of movement to make them easier to outmaneuver. When you suppress a target with one of your attacks, it also becomes off-guard until the start of its turn.

In addition, when Auto-Firing in a cone that affects only a single target, that target takes a –1 circumstance penalty to Reflex saves against the Auto-Fire attack.

SHELL SHOWER ◇ FEAT 10

SOLDIER

Frequency once per round

Whether you got tired of getting hit in the face or slipping on bullet casings in the middle of a fight, you've learned how to redirect your weapon's spent ammunition or terrain warping vented energy while firing off a barrage. After you make an Area Fire or Auto-Fire attack with a weapon, make any number of squares adjacent to you difficult terrain. If a square was already difficult terrain, it instead becomes greater difficult terrain. Any difficult or greater difficult terrain created by this action remains in place until cleared.

12TH LEVEL

BULLET HELL ◆◆ FEAT 12

SOLDIER

Requirements You're wielding an automatic or area (cone) weapon.

You fire your weapon in sustained bursts to unleash a consistent deluge of firepower that tears apart the terrain to become treacherous. Make an Area Fire or Auto-Fire attack with your weapon. Until the start of your next turn, any creature that moves through the area you attacked takes 1d4 damage of the same type as the weapon fired per square traversed, with a basic Reflex save at the end of each move action it takes through the area. On a failure, a creature becomes suppressed until the start of your next turn.

DEATH BLOSSOM ◆◆◆ FEAT 12

SOLDIER

Prerequisites Run Hot

Requirements You're wielding an area or automatic weapon with a full magazine.

Spinning in place, you fire indiscriminately to completely clear out the room. You Area Fire (even if using an automatic weapon), affecting each creature in an emanation around you with a radius equal to the range of the weapon, expending the weapon's entire magazine. Creatures in the area take a –1 circumstance penalty to Reflex saves against this attack due to the cataclysmic nature of the raining fire. You don't designate a primary target with this attack.

HAMMER THE NAIL FEAT 12

SOLDIER

Prerequisites Shoving Shot

You adjust the angle of your barrage to maximize the ammunition's impact on creatures' bodies. Increase the distance creatures are pushed by your Shoving Shot to 5 feet on a success, 10 feet on a failure, and 20 feet on a critical failure. In addition, on a critical failure, the target is also knocked prone.

LOAD-BEARING HERO ⤾ FEAT 12

SOLDIER

Trigger You and one adjacent ally attempt a Reflex or Fortitude save against the same effect.

Whether holding up a crumbling ceiling or jumping into a fireball, you interpose yourself between your ally and incoming danger. The result of your save becomes one degree worse, but the result of your ally's save becomes one degree higher.

ROCKET JUMP ◆◆ FEAT 12

SOLDIER

Requirements You're wielding an area (burst) weapon.

You fire your weapon as you jump, using the explosion to propel yourself to new heights or just out of a situation more dangerous than an explosion. You make an Area Fire and then Leap, using your weapon to add a status bonus to the distance traveled equal to double the burst of your weapon. You must be somewhere within the area of the weapon's area attack, but you don't have to save against the effect of your attack.

Movement made as part of this action doesn't trigger reactions, though Area Fire still triggers them normally.

14TH LEVEL

FAN THE HAMMER ◆ FEAT 14

SOLDIER

Frequency once per round

Requirements Your last action this turn was an Area Fire or Auto-Fire.

You hold down the trigger and continue blasting. You Area Fire or Auto-Fire, ignoring your weapon's unwieldy trait. You don't designate a primary target with this attack, and creatures you damage with this attack don't gain the suppressed condition.

RUN, COWARDS! FEAT 14

SOLDIER

You use your weapon to help corral panicked enemies. An enemy who critically fails a save against your Area Fire or Auto-Fire is fleeing for 1 round.

SCATTERING FIRE ◆◆ FEAT 14

SOLDIER

Prerequisites Shoving Shot

Your overwhelming onslaught scatters enemies like leaves in the wind. When you Shoving Shot, all creatures in the area attempt the Fortitude save to avoid forced movement, rather than just your primary target.

TERROR-FORMING ◆◆ FEAT 14

SOLDIER

Requirements You're wielding an area or automatic weapon.

Your weapon blasts apart the battlefield and leaves it a ruinous waste. You Area Fire or Auto-Fire. You don't designate a primary target, but instead make each square in the area of your attack difficult terrain. If a square was already difficult terrain, it becomes greater difficult terrain. Any difficult or greater difficult terrain created by this action remains in place and can't be changed without extensive engineering or magic.

VECTOR REFLECTOR ⤾ FEAT 14

SOLDIER

Trigger A suppressed creature damages you with a Strike.

Your armor absorbs some of the kinetic energy of your opponent's attack. You gain resistance equal to half your level against the triggering damage (or equal to your level if you have the armor storm fighting style). If the triggering creature is within reach, attempt an Athletics check to Shove it.

16TH LEVEL

LIGHT 'EM UP ◆◆ FEAT 16

SOLDIER SUPPRESSED

Requirements You're wielding an area or automatic weapon.

Your opponents can run, but they can't hide! You spray your weapon in the general direction of an unseen enemy, revealing its location. You Area Fire or Auto-Fire. If the primary target is concealed, you don't need to attempt a flat check to target it, and if it's hidden, the DC of the flat check to target it is 5. When you suppress a concealed creature with this attack, the debris around it helps reveal its current position, and no flat check is needed to target it; If it's hidden, the DC of the flat check to target it becomes 5, and the creature can't become undetected. This benefit lasts as long as the creature remains suppressed.

OVERKILL FEAT 16

SOLDIER SUPPRESSED

Sometimes there's no better way to assure success than to pin a hapless enemy with concentrated firepower. When you suppress a creature with Area Fire or Auto-Fire and only one creature was in the area of your attack, or when you use Concentrated Shot, the target takes 1d10 persistent bleed damage. If you critically hit it with your primary target Strike, this increases to 2d10 persistent bleed damage.

SOLDIER'S TRAINING FEAT 16

SOLDIER

Constant drills and combat experience leave you with reflexes capable of making snap decisions. Choose one

soldier class feat you have that grants a reaction. At the start of your turn, you gain an additional reaction that you can only use for the selected class feat or an action granted by the selected class feat.

You can change the reaction selected for this feat when you make your daily preparations as long as the new feat meets the requirements.

18TH LEVEL

COORDINATED FIRE ◆◆◆ FEAT 18

AUDITORY SOLDIER

Requirements You're wielding an area or automatic weapon.

With a mighty bellow, you unload your weapon to give your allies the cover they need to rally. You Area Fire or Auto-Fire without selecting a primary target. Give a verbal order as part of your firing, selecting either Reload, Strike, or Take Cover. Every ally within 30 feet who hears and understands your order can perform the action you selected as a reaction.

DAMORITOSH'S GRIP FEAT 18

SOLDIER

You have become a legendary soldier on par with the saints of Damoritosh and need not choose between the destructive power of your firearm and the honor of your personal armament. You can wield two-handed weapons in one hand.

SPREAD THE LOVE ◆◆ FEAT 18

SOLDIER

Requirements You're wielding an area or automatic weapon.

You skillfully line up your attack to harry two targets within your blast zone with equal lethality. You Area Fire or Auto-Fire, selecting two different primary targets, rather than one.

20TH LEVEL

BULLET TYPHOON FEAT 20

SOLDIER

Your destructive power has become second nature as enemies stand in awe of your overwhelming firepower. You can use the Area Fire or Auto-Fire attacks as a single action. However, you can never make more than two such attacks in the same round.

HYBRID TECHNIQUE ◆◆ FEAT 20

SOLDIER

Requirements You're wielding an area or automatic weapon.

You can combine methods into a deadly new hybrid technique. Choose two soldier feats that take 2 actions to use, require you to wield an area or automatic weapon, and cause you to make an Area Fire or Auto-Fire attack as part of its effects. You Area Fire or Auto-Fire once and then apply the additional effects and benefits of both selected feats to the attack.

WITCHWARPER

A strange paradoxical event forever altered your existence, and now you can manipulate reality. You explore the infinite possibilities of the multiverse, possibly visualizing variant timelines or parallel worlds. You create fields that subvert space and time, allowing you to cast powerful magic. You've learned to focus on an anchoring memory, concept, or object to help you identify reality.

KEY ATTRIBUTE

Charisma or Intelligence

At 1st level, your class gives you an attribute boost to your choice of Charisma or Intelligence.

HIT POINTS

8 + Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You reshape terrain and manipulate events to match other realities. You cast powerful spells and recenter yourself through your anchor when pushed to your limits.

DURING SOCIAL ENCOUNTERS...

You might solve problems with deductive reasoning or by determining mathematic probabilities, drawing on your deep knowledge of the multiverse.

WHILE EXPLORING...

You seek magical auras and provide guidance regarding supernatural phenomena you encounter while analyzing the environment around you. You might use *spell gems* to bypass obstacles and protect yourself from dangerous environments.

IN DOWNTIME...

You craft magic items for your party. You might travel to other dimensions or distant star systems as part of your training or embark on such journeys by accident.

YOU MIGHT...

- Travel to distant destinations and hunt for secret knowledge.
- Struggle to remain present without being distracted by all the possibilities.
- Remember an encounter with bizarre forces that changed you.

OTHERS PROBABLY...

- Fear your abilities or worry your warps might be dangerous.
- Dismiss your precognition or doubt your grip on your current reality.
- Hope you can solve their problems by rewriting reality.

CLASS FEATURES

You gain these abilities as a witchwarper. Abilities gained at higher levels list the levels next to their names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in one skill determined by your paradox
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

SPELLS

Trained in spell attack modifier
Trained in spell DC

CLASS DC

Trained in witchwarper class DC

WITCHWARPER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, paradox, anchor, quantum field, witchwarper spellcasting, spell repertoire
2	Skill feat, witchwarper feat
3	2nd-rank spells, general feat, isolated spell matrix, signature spells, skill increase
4	Skill feat, witchwarper feat
5	3rd-rank spells, ancestry feat, attribute boosts, reflex expertise, skill increase
6	Skill feat, witchwarper feat
7	4th-rank spells, expert spellcaster, general feat, skill increase
8	Skill feat, witchwarper feat
9	5th-rank spells, ancestry feat, magical fortitude, skill increase
10	Attribute boosts, skill feat, witchwarper feat
11	6th-rank spells, general feat, perception expertise, skill increase, weapon expertise
12	Skill feat, witchwarper feat
13	7th-rank spells, ancestry feat, quantum defenses, skill increase, weapon specialization
14	Skill feat, witchwarper feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Skill feat, witchwarper feat
17	9th-rank spells, ancestry feat, quantum will, skill increase
18	Skill feat, witchwarper feat
19	General feat, legendary spellcaster, quantum thesis, skill increase, warped infinities
20	Attribute boosts, skill feat, witchwarper feat

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

PARADOX

Your existence is contrary to the status quo of the universe, causing quantum ripples that empower your spellcasting talent and open doorways to other worlds. Perhaps you're from an alternate reality or a different timeline, or perhaps you experienced an unnatural phenomenon that altered your path, discovered a time-glitching alien device, or wrote a treatise on quantum magical theory. Whatever your story, you've become a living paradox.

At 1st level, choose your paradox. Your chosen paradox determines the tradition of your spells, additional trained skills, additional spells you learn, and the effects of your quantum field. You also gain Focus Points and special focus spells called warp spells based on your paradox. The paradoxes presented in this book are found on page 167.

ANCHOR

Whatever paradox altered the course of your existence, something helps keep you anchored to reality. This might be a physical object you carry, memories of your home, or loved ones. At 1st level, select an anchor. The anchors presented in this book are found on page 168.

QUANTUM FIELD

You can draw on paradoxical forces to create a reality-warping quantum field. It might manifest as a haze in the air that shows shimmers of alternate realities, appear as walls of glowing magical equations, or any other display you choose. The effects of your quantum field are determined by your paradox. You can further enhance and manipulate your quantum field through your witchwarper feat selections and by casting warp spells. You can activate or extend the duration of your quantum field by using reality-warping magic.

You have the Warp Reality action, which lets you activate your quantum field. This action gains the arcane or occult trait based on the tradition of your selected paradox. You also have Quantum Pulse, which lets you establish your quantum field quickly at the start of combat.

WARP REALITY ◆

CONCENTRATE WITCHWARPER

Requirements Your quantum field isn't active.

Your quantum field activates and lasts as long as you Sustain it (up to 10 minutes) or until the end of your next turn. Your quantum field is a 20-foot burst centered on a point you choose within 100 feet. While your quantum field is active, you can use actions that have the anchoring trait. Your quantum field's other specific effects are determined by your paradox. Choose whether any given creature in the area is affected by your quantum field when you Warp Reality, each time you Sustain it, and when a creature enters your quantum field. Each time you Sustain a quantum field with the Sustain action (instead of an anchoring action), you can move it to a new position within 100 feet.

Your quantum field automatically deactivates if you're knocked out, if you Dismiss it, or if you move more than 100 feet away from it.

QUANTUM PULSE ◇

WITCHWARPER

Trigger You roll initiative.

You're always ready to let loose with your paradoxical abilities, and when imperiled, you instinctively release a pulse of quantum energy. As combat begins, you Warp Reality.

WITCHWARPER SPELLCASTING

Your paradox grants you magical power. You can cast spells using the Cast a Spell activity. As a witchwarper, when you cast spells, you might describe your revelations about other realities aloud, accompanied by elegant gestures while arcane equations or occult symbols blaze around you.

Each day, you can cast up to three 1st-rank spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a witchwarper, your number of spells per day increases, as does the highest rank of spells you can cast, as shown on the table on page 167.

Some of your spells require you to attempt a spell attack to see how effective they are or have your enemies roll against your spell DC (typically by attempting a saving throw). Your spell attack modifiers and spell DCs use your Charisma or Intelligence modifier, depending on which you chose for your key attribute. Details on calculating these statistics appear on pages 394–395.

Heightening Spells

When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they're heightened to certain ranks.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest rank of witchwarper spell slot you have. For example, as a 1st-level witchwarper, your cantrips are 1st-rank spells, and as a 5th-level witchwarper, your cantrips are 3rd-rank spells.

Warp Spells

You can create powerful magical phenomena known as warp spells. Warp spells are a type of focus spell. It costs 1 Focus Point to cast a warp spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to contemplate infinite worlds or conduct quantum magical research.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 296.

Warp spells have the anchoring trait (see Key Terms on page 168), unlike other focus spells. This trait means you can only use warp spells while your quantum field is active, and you automatically Sustain your quantum field when you cast warp spells.

You learn warp spells based on your paradox.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-rank spells of your choice and four cantrips of your choice as well as an additional spell and cantrip from your paradox. You choose these from the common spells from the tradition corresponding to your paradox. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell rank.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Witchwarper Spells per Day on page 167), you add a spell to your spell repertoire of the same rank. At 2nd level, select another 1st-rank spell; at 3rd level, you gain a new spell from your paradox and two other 2nd-rank spells, and so on. When you add spells, you might add a higher-rank version of a spell you already have, so you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

Swapping Spells in Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same rank. This spell can be a cantrip, but you can't swap out spells gained from your paradox. You can also swap out spells by retraining during downtime.

SKILL FEATS 2ND

At 2nd level and every even-numbered level thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

WITCHWARPER FEATS 2ND

At 2nd level and every even-numbered level thereafter, you gain a witchwarper class feat. These feats begin on page 169.

ISOLATED SPELL MATRIX 3RD

You can cast spells directly into your quantum field. You gain the Isolated Spell Matrix action.

ISOLATED SPELL MATRIX ◆

ANCHORING **SPELLSHAPE**

If the next action you use is to Cast a Spell that has a range, increase the spell's range to 100 feet. That spell only affects targets inside your quantum field, and the area of the spell doesn't extend beyond your quantum field.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

SIGNATURE SPELLS 3RD

You've learned to cast some of your spells more flexibly. For each spell rank you have access to, choose one spell of that rank to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher rank than its minimum, you can also cast all its lower-rank versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell rank at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that rank without swapping any spells; this takes as much time as retraining a spell normally does.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

REFLEX EXPERTISE 5TH

Your awareness of possible dangers, through incredible analysis or an understanding of the wider multiverse, increases your reflexes. Your proficiency rank for Reflex saves increases to expert.

EXPERT SPELLCASTER 7TH

Extended practice of magic has improved your capabilities. Your proficiency ranks for class DC, spell attack modifier, and spell DC increase to expert.

MAGICAL FORTITUDE 9TH

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

PERCEPTION EXPERTISE 11TH

You remain alert to threats. Your proficiency rank for Perception increases to expert.

WEAPON EXPERTISE 11TH

You've gained a broader understanding of conventional weaponry to augment your unconventional spellcasting. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

QUANTUM DEFENSES 13TH

The flow of your spellcasting and your defensive training combine to help you avoid attacks. Your proficiency ranks in light armor and unarmored defense increase to expert.

WEAPON SPECIALIZATION 13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

WITCHWARPER SPELLS PER DAY

		Spell Rank									
Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	3	–	–	–	–	–	–	–	–	–
2	5	4	–	–	–	–	–	–	–	–	–
3	5	4	3	–	–	–	–	–	–	–	–
4	5	4	4	–	–	–	–	–	–	–	–
5	5	4	4	3	–	–	–	–	–	–	–
6	5	4	4	4	–	–	–	–	–	–	–
7	5	4	4	4	3	–	–	–	–	–	–
8	5	4	4	4	4	–	–	–	–	–	–
9	5	4	4	4	4	3	–	–	–	–	–
10	5	4	4	4	4	4	–	–	–	–	–
11	5	4	4	4	4	4	3	–	–	–	–
12	5	4	4	4	4	4	4	–	–	–	–
13	5	4	4	4	4	4	4	3	–	–	–
14	5	4	4	4	4	4	4	4	–	–	–
15	5	4	4	4	4	4	4	4	3	–	–
16	5	4	4	4	4	4	4	4	4	–	–
17	5	4	4	4	4	4	4	4	4	3	–
18	5	4	4	4	4	4	4	4	4	4	–
19	5	4	4	4	4	4	4	4	4	4	1*
20	5	4	4	4	4	4	4	4	4	4	1*

* The quantum thesis class feature gives you a 10th-rank spell slot that works a bit differently from other spell slots.

MASTER SPELLCASTER 15TH

Your spells are among the most potent across all possible worlds. Your proficiency ranks for class DC, spell attack modifier, and spell DC increase to master.

QUANTUM WILL 17TH

The intense experiences you've accumulated through your studies or travels have strengthened your mental fortitude. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

LEGENDARY SPELLCASTER 19TH

You push way past the boundaries of magical theory to embody the pinnacle of spellcasting. Your proficiency ranks for spell attack modifier and spell DC increase to legendary.

QUANTUM THESIS 19TH

You command the most potent magic and can cast spells of truly incredible power. Add two common 10th-rank spells of your tradition to your repertoire. You gain a single 10th-rank spell slot you can use to cast these spells, using witchwarper spellcasting. Unlike with other spell slots, you can't use 10th-rank slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You don't gain more 10th-rank spells as you level up, but you can take the Quantum Research feat (page 173) to gain a second slot.

WARPED INFINITIES 19TH

You've mastered your reality and a thousand realities beyond. The radius of your quantum field becomes 100 feet. When you activate or Sustain your quantum field, you can modify the area of its effect by excluding any number of squares.

PARADOXES

Your paradox represents an event or force that forever altered you. Your chosen paradox determines your spellcasting tradition and grants you trained proficiency in the listed paradox skill. You automatically add your paradox spells to your spell repertoire, as described in the spell repertoire feature. You gain the initial warp spell at 1st level and can gain the advanced and greater warp spells by selecting the Advanced Warp (page 171) and Greater Warp (page 172) feats. Your quantum field gains the listed unique effect.

ANALYST

There's a hidden code that powers the Universe and realms beyond, and by focusing your intellect, you can tap into it and see the equations.

Tradition arcane; **Paradox Skill** Computers

Paradox Spells cantrip: *analyze target*; 1st: *sure strike*; 2nd: *sift the sphere*; 3rd: *hypercognition*; 4th: *translocate*; 5th: *subjective reality*; 6th: *truesight*; 7th: *retrocognition*; 8th: *disappearance*; 9th: *foresight*

Warp Spells initial: *warp probability*; advanced: *alternate outcome*; greater: *quantum analysis*

KEY TERMS

You'll see the following key terms in many witchwarper abilities.

Anchoring: You can use abilities with the anchoring trait only while your quantum field is activated. If you use the ability on your turn, in addition to their stated effects, they automatically Sustain your quantum field.

Spellshape: Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

Zone: These actions apply an additional effect to your quantum field. You can apply the effects of a zone only to a quantum field that doesn't have a zone effect.

Quantum Field When you Seek or Recall Knowledge, you can apply the result against two related creatures, hazards, unattended objects, and effects in your quantum field. Whenever you Sustain your quantum field, you can Seek or Recall Knowledge against a target in your quantum field as a free action.

ANOMALY

Your existence is an anomaly that defies the normal parameters of your current reality. You might have encountered something that disrupted your core existence, or you crossed the veil from an alternate reality or twisted timeline.

Tradition arcane; **Paradox Skill** Deception

Paradox Spells cantrip: *stumble*; 1st: *shifting surge*; 2nd: *dispel magic*; 3rd: *void whispers*; 4th: *eldritch wrath*; 5th: *wall of stone*; 6th: *slice reality*; 7th: *death sentence*; 8th: *void vessel*; 9th: *call cosmos*

Warp Spells initial: *warp terrain*; advanced: *warp world*; greater: *parallel forms*

Quantum Field Movements blur as images of alternate iterations of your enemies flicker around them. When an enemy in your quantum field attempts an action with the concentrate trait, the action is disrupted unless they succeed at a DC 5 flat check. The first time a creature fails this check, it becomes temporarily immune for 24 hours.

GAP INFLUENCED

The Gap shaped you in some way, whether through enduring study or personal experience. Perhaps you were born during the Gap or lived through it thanks to an incredible lifespan, stasis technology, or time travel.

Tradition occult; **Paradox Skill** Society

Paradox Spells cantrip: *daze*; 1st: *delete*; 2nd: *instant virus*; 3rd: *entropy strike*; 4th: *confusion*; 5th: *synaptic pulse*; 6th: *repulsion*; 7th: *warp mind*; 8th: *disappearance*; 9th: *phantasmagoria*

Warp Spells initial: *warp presence*; advanced: *forget*; greater: *reality wipe*

Quantum Field Supernatural static obscures you from sight. You're concealed to creatures within your quantum field. When a creature within your quantum field hits you with an attack, you lose this benefit against that creature until the start of your next turn.

PRECOG

Some event has unstuck you in time. You might come from the distant past or a far-flung future. Perhaps you've traveled from some forsaken timeline to stop a cataclysmic event. Whatever the reason, you're now gifted with the ability to see and manipulate time in a way that few others comprehend.

Tradition occult; **Paradox Skill** Piloting

Paradox Spells cantrip: *injury echo*; 1st: *fleet step*; 2nd: *temporal bullets*; 3rd: *time's edge*; 4th: *weight of ages*; 5th: *chrono push*; 6th: *phantasmal calamity*; 7th: *true target*; 8th: *moment of renewal*; 9th: *foresight*

Warp Spells initial: *warp time*; advanced: *accelerate*; greater: *time loop*

Quantum Field You have a modicum of control of the temporal flow that surrounds you. An enemy creature that uses a move action inside your quantum field takes a –5-foot status penalty to its Speed during that action. You and your allies gain a +5-foot status bonus to Speed during move actions that are used inside your quantum field.

ANCHORS

Your anchor keeps you centered, reminding you what's real, and helps counter the disorienting effects one might experience by causing paradoxes. You select your anchor at 1st level. Your anchor grants you a benefit and an anchoring effect that occurs when you Sustain your quantum field, including abilities with the anchoring trait.

CORE MEMORIES

No matter where you travel, precious memories keep you tethered to reality. Whatever the nature and number of your memories, you can focus on them to remind yourself which of the infinite possible realities impacts you the most: your own.

Anchor Benefit During your daily preparations, choose a skill you're trained in. You gain Assurance in that skill. If you're expert in that skill, and the skill has the Recall Knowledge action, you gain Automatic Knowledge in that skill.

Anchoring Effect Reduce your stupefied condition by 1. You can only benefit from this once per round.

FOCAL POINT

You're intensely focused on a specific subject, to the point that other things fade into the background—even

WITCHWARPER FEATS BY NAME

Use this table to look up witchwarper feats by name.

Feat	Level
Advanced Warp	8
Anchoring Strike	1
Borrow Spell	14
Cantrip Expansion	2
Complete Transposition	18
Conceal Spell	2
Danger Zone	8
Debris Zone	1
Enlarge Quantum Field	6
Folded Paradoxes	16
Fundamental Understanding	2
Greater Warp	10
In Another Life	12
Infinite Magic	18
Meandering Mind	4
Multiverse Magic	14
Nonlethal Spell	2
Otherworldly Spell	1
Persistent Quantum Field	14
Predict Outcome	6
Predictive Positioning	2
Quantum Aura	6
Quantum Entanglement	8
Quantum Negation	20
Quantum Recycle	4
Quantum Research	20
Quickened Casting	10
Radiant Zone	12
Reach Spell	1
Scrub Psyche	2
Sense Abnormalities	12
Share Quantum Aura	10
Soothing Anchor	1
Spellsurge Ammo	4
Twisted Dark Zone	10
Warp Wounds	2
Widen Spell	1
Zone Overlap	16

paradoxes and alternate realities. Your focal point might be a field of study, an abstract concept, a hobby, or even your favorite media.

Anchor Benefit Your single-minded focus helps you concentrate. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

Anchoring Effect Reduce your clumsy condition by 1, and ignore the effects of the suppressed condition until the start of your next turn. You can only benefit from this once per round.

TANGIBLE OBJECT

A small object, usually something you wear or can hold with one appendage, gives you comfort. It might be a trinket or article of clothing with sentimental value, a gadget to fidget with, or perhaps it just has a texture you find pleasing.

Anchor Benefit The presence or weight of your chosen object helps ground you in this reality. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions and holograms.

Anchoring Effect Reduce your frightened condition by 1. If you aren't frightened, you instead gain a +1 circumstance bonus to Will saves against fear effects and a +2 circumstance bonus to your Will DC against attempts to Demoralize you until the start of your next turn. You can only benefit from this once per round.

WITCHWARPER FEATS

At each level that you gain a witchwarper feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

1ST LEVEL

ANCHORING STRIKE ◆ FEAT 1

FLOURISH FORTUNE WITCHWARPER

Requirements Your quantum field is active.

Battle can be disorienting, but for you, the intense mental effort of striking your targets lends you additional clarity and focus. Make a Strike. The Strike gains the following success and critical success effects.

Critical Success The Strike gains the anchoring trait. You can reroll the damage dice rolled for this strike, but you must use the second result, even if it's worse.

Success The Strike gains the anchoring trait.

DEBRIS ZONE ◆ FEAT 1

ANCHORING WITCHWARPER ZONE

Whether it's covered in debris, partially flooded, or otherwise troublesome to traverse, the area of your quantum field becomes difficult terrain.

OTHERWORLDLY SPELL ◆ FEAT 1

CONCENTRATE MANIPULATE SPELLSHAPE WITCHWARPER

Your spell has an odd appearance or cosmetic effect. If the next action you use is to Cast a Spell, creatures with the ability to Cast that Spell don't automatically know what the spell is. In addition, creatures that witness your spellcasting take a –2 circumstance penalty to checks to identify the spell with Recall Knowledge and checks to counteract the spell and its effects.

Sample Witchwarper

PRECOG

Your connection to a temporal anomaly allows you to manipulate time using magic.

Attributes

Prioritize Intelligence, then Dexterity and Wisdom to improve your defenses.

Skills

Acrobatics, Computers, Occultism, Piloting

Paradox

Precog

Feats

Predictive Positioning (2nd), Predict Outcome (8th), Quickened Casting (10th)

Spell Repertoire

1st *akashic download*, *mind skewer*, *fleet step*; **Cantrips** *analyze target*, *injury echo*, *measure*, *seek the stars*, *telekinetic projectile*

REACH SPELL ◆ FEAT 1

CONCENTRATE | SPELLSHAPE | WITCHWARPER

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

SOOTHING ANCHOR ◆ FEAT 1

WITCHWARPER

Frequency once every 10 minutes

Requirements Your last action was to Sustain your quantum field or had the anchoring trait.

You concentrate more deeply on your anchor to soothe yourself. You gain temporary Hit Points equal to your witchwarper level that last for 1 round.

WIDEN SPELL ◆ FEAT 1

CONCENTRATE | SPELLSHAPE | WITCHWARPER

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and doesn't have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius isn't affected). Add 5 feet to the length of a cone or line that's normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

2ND LEVEL

CANTRIP EXPANSION FEAT 2

WITCHWARPER

Study broadens your range of simple spells. Add two additional cantrips from your spell list to your repertoire.

CONCEAL SPELL ◆ FEAT 2

CONCENTRATE | SPELLSHAPE | WITCHWARPER

Through sheer mental effort, you can simplify the incantations and gestures needed to spellcast, leaving them barely noticeable. If the next action you use is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away your spellcasting. The trait hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

FUNDAMENTAL UNDERSTANDING ↺ FEAT 2

WITCHWARPER

Prerequisites analyst paradox

Trigger A creature, trap, or similar object within your quantum field casts a spell that you don't have in your spell repertoire, and you're aware of the casting.

If the triggering spell is common and you're trained in the associated skill for the spell's tradition, you automatically identify the spell being cast (you still roll to attempt to get a critical success but can't get a worse result than a success). You or a visible ally within 60 feet targeted by this spell gain a +1 circumstance bonus to your saving throw or your AC against it (or a +2 circumstance bonus if you rolled a critical success).

NONLETHAL SPELL ◆ FEAT 2

MANIPULATE | SPELLSHAPE | WITCHWARPER

You can alter offensive spells to be less deadly. If your next action is to Cast a Spell that deals damage and doesn't have the death or void trait, that spell gains the nonlethal trait (page 256).

PREDICTIVE POSITIONING ⤾ FEAT 2

TELEPORTATION | WITCHWARPER

Prerequisites precog paradox

Trigger An enemy damages you.

Requirements Your quantum field is active.

You reposition to a space you'd occupy in a different reality, free from incoming danger. You instantly teleport up to your Speed to an area within your quantum field. This movement doesn't trigger reactions based on movement and ignores hazards and terrain, but can't pass through walls or other such obstructions.

SCRUB PSYCHE ⤾ FEAT 2

FORTUNE | MENTAL | WITCHWARPER

Prerequisites Gap influenced paradox

Trigger You or an ally fail a save against a mental effect while within your quantum field.

You scrub all traces of the triggering effect from the target's mind. The target rerolls their saving throw against the triggering effect and must use the second result, even if it's worse.

WARP WOUNDS ⤾ FEAT 2

WITCHWARPER

Prerequisites anomaly paradox

Trigger An enemy damages you.

Requirements An enemy or willing ally is in your quantum field.

Your reality shifts to partly overlap with another in which someone else was injured in your stead. You gain resistance to all damage against the triggering attack equal to half your level, and one enemy or willing ally in your quantum field takes damage of the same type equal to the amount of damage prevented this way, with a basic Fortitude save against your class DC.

4TH LEVEL

MEANDERING MIND ◆ FEAT 4

ANCHORING | WITCHWARPER

Requirements Your quantum field is active.

You allow your mind to wander to things you find pleasant, briefly shutting out all realities and protecting you from harm. You gain a +2 status bonus to saving throws against mental effects until the start of your next turn.

QUANTUM RECYCLE ⤾ FEAT 4

WITCHWARPER

Frequency once per day

Trigger You cast a 2nd-rank or higher spell, and the spell targets a creature or area within your quantum field.

You expertly manipulate the effects of your quantum field to ensure that some of the energy from your spell is preserved and can be harnessed again. You regain an expended spell slot one spell rank lower than the triggering spell.

SPELLSURGE AMMO ◇ FEAT 4

WITCHWARPER

Frequency once per turn

Trigger You cast a non-cantrip spell.

You siphon spell energy into one weapon or grenade you're wielding. Until the end of your turn, the weapon or grenade deals extra force damage equal to the rank of the spell and gains the magical trait if it didn't have it already. If the spell deals damage, the extra damage becomes the same type as the triggering spell.

6TH LEVEL

ENLARGE QUANTUM FIELD ◆ FEAT 6

ANCHORING | CONCENTRATE | WITCHWARPER

Your quantum field slowly encroaches on reality. Increase your quantum field's radius by 10 feet. Until your quantum field deactivates, once per turn when you Sustain the quantum field, increase its radius by an additional 5 feet (to a maximum of 50 additional feet).

PREDICT OUTCOME FEAT 6

WITCHWARPER

Frequency once per hour

You spend 10 minutes opening yourself to the mysteries of the multiverse by peering across different timelines or analyzing probability simulations. You gain the effects of *augury*, except you learn only about the dangers ahead; any results of "good" are instead "nothing," and results of "mixed" are instead "bad."

QUANTUM AURA FEAT 6

WITCHWARPER

You can become the nexus of the warped reality you create. Each time you use Warp Reality to activate your quantum field, you can choose for your quantum field to be an aura around you that moves with you. If you do, your Warp Reality action gains the aura trait, and the quantum field you create is a 10-foot-radius emanation.

8TH LEVEL

ADVANCED WARP FEAT 8

WITCHWARPER

Your paradox begins to cement itself across your life. You gain the advanced warp spell for your paradox.

DANGER ZONE ◆ FEAT 8

ANCHORING | WITCHWARPER | ZONE

Your quantum field merges with a more dangerous reality, becoming hazardous terrain that deals 1 damage to an enemy each time it enters a square in the area. You choose the damage type when you use Danger Zone, selecting from the following: acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic. Increase the damage by 1 at 12th, 16th, and 20th levels.

If you're legendary in Arcana or Occultism, you take only 1 minute to Predict Outcome.

QUANTUM ENTANGLEMENT ◆ FEAT 8

ANCHORING CONCENTRATE WITCHWARPER

You prevent creatures from leaving your quantum field and returning to reality. Until the start of your next turn, any creature who begins its turn inside your quantum field must succeed at a Will saving throw against your witchwarper class DC to move outside your quantum field. On a failure, the action is disrupted. A creature that succeeds at this save is immune to your Quantum Entanglement for 24 hours.

10TH LEVEL

GREATER WARP FEAT 10

WITCHWARPER

You breach the veil of paradoxical understanding. You gain the greater warp spell for your paradox.

QUICKENED CASTING ◇ FEAT 10

CONCENTRATE SPELLSHAPE WITCHWARPER

Frequency once per day

You accelerate your spellcasting. If your next action is to cast a witchwarper cantrip or spell that's at least 2 ranks lower than the highest-rank witchwarper spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

SHARE QUANTUM AURA ◆ FEAT 10

ANCHORING CONCENTRATE MANIPULATE WITCHWARPER ZONE

Prerequisites quantum aura

Frequency once per 10 minutes

You temporarily share your quantum field with an ally. You cause your quantum field to emanate from an ally you can see instead of yourself. The ally gains all the benefits of your quantum field, and your warp spells originate from your ally instead of you until your quantum field deactivates. If you cast warp spells at other targets, you must still have line of sight to the target, but the spell originates from your ally for purposes of determining its range and line of effect.

TWISTED DARK ZONE ◆ FEAT 10

ANCHORING DARKNESS WITCHWARPER ZONE

You expose this reality to a realm of pure darkness filled with gibbering voices and otherworldly entities. The area of your quantum field functions as though it were an area of 2nd-rank *darkness*. Creatures that begin their turn in the area must succeed at a Will save against your class DC or become confused for 1 round. Creatures that critically succeed are then immune for 24 hours. If this darkness is successfully counteracted, the quantum field's other effects remain.

12TH LEVEL

IN ANOTHER LIFE FEAT 12

WITCHWARPER

Whenever you rest, you behold different versions of yourself in other realities. During your daily preparations, select one ancestry feat for your ancestry that you meet the prerequisites for and don't already have. You gain that feat until your next daily preparations.

RADIANT ZONE ◆ FEAT 12

ANCHORING LIGHT WITCHWARPER ZONE

The reality you conjure is much brighter than your own. The area of your quantum field becomes bright light. Creatures who begin their in your quantum field must attempt a Fortitude save against your class DC; creatures with light blindness treat their result as one step worse.

Success The creature is unaffected.

Failure The creature is dazzled for 1 round.

Critical Failure The creature is blinded for 1 round, then dazzled for 1 round.

SENSE ABNORMALITIES FEAT 12

DETECTION WITCHWARPER

You possess an uncanny sixth sense for ambient magic. You can sense the presence of magic auras as though you were always using a 1st-rank *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-rank *detect magic* spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

14TH LEVEL

BORROW SPELL ◇ FEAT 14

CONCENTRATE WITCHWARPER

Frequency once per day

Trigger You use an action that Sustains your quantum field, and the quantum field is still active.

By reaching across both time and space, you can borrow the use of a spell from a version of yourself inhabiting another reality. During this turn, you can cast one spell without spending a spell slot to do so. The spell must be in your repertoire.

MULTIVERSE MAGIC FEAT 14

WITCHWARPER

Your paradoxical nature has given you access to magic that isn't associated with your spellcasting tradition. You can have one spell in your spell repertoire (not one on your paradox's spell list) that isn't from your spellcasting tradition. Select this spell when you select this feat. You can cast that spell as a spell of your spellcasting tradition, and it becomes a signature spell. You can change the spell you choose when you gain a level.

PERSISTENT QUANTUM FIELD ◆◆ FEAT 14

WITCHWARPER

Frequency once per day

You can create a stable quantum field. You Warp Reality with a duration of 1 minute.

16TH LEVEL

FOLDED PARADOXES FEAT 16

WITCHWARPER

Prerequisites master in a paradox skill for a paradox other than your chosen paradox

Your paradoxical nature has become multifaceted. During daily preparations, you can replace one of your paradox spells with a spell of another paradox that grants training in the prerequisite paradox skill.

ZONE OVERLAP ◆ FEAT 16

ANCHORING | WITCHWARPER | ZONE

Requirements Your quantum field is active with one zone affecting it.

You cause a second zone to overlap your quantum field. You can choose to apply another zone you're able to create, or apply the existing zone again, improving its effects as follows: Danger Zone deals 1 extra damage, Debris Zone becomes greater difficult terrain, and Twisted Dark Zone ignores the temporary immunity of creatures that previously critically succeeded at the save for 1 round.

18TH LEVEL

COMPLETE TRANSPOSITION FEAT 18

ANCHORING | TELEPORTATION | WITCHWARPER

The multiverse is a complex game—you use alternate realities to move creatures on the board. When you use the Sustain action to move your quantum field, you can teleport any number of creatures within the quantum field's original area to squares of your choice in its new area. You also teleport any items they're wearing or holding. This gives the Sustain action the teleportation trait. Each target can attempt a Will save against your class DC. Targets who succeed at the save are unaffected.

INFINITE MAGIC FEAT 18

WITCHWARPER

You borrow spells from other realities. Twice per day, you can cast a 9th-rank or lower spell after you've run out of spell slots of the appropriate spell rank; the two spells you cast with this feat must be of different spell ranks.

20TH LEVEL

QUANTUM NEGATION FEAT 20

WITCHWARPER

You expose a target to a reality in which they don't exist. You learn the *quantum negation* warp spell (page 380).

QUANTUM RESEARCH FEAT 20

WITCHWARPER

Prerequisites quantum thesis

You become a true embodiment of your paradox and surpass what mortals can achieve in your reality. You gain an additional 10th-rank spell slot.

ARCHETYPES

Archetypes allow you to further customize your character concepts by taking more than one class.

You gain an archetype by selecting archetype feats instead of your normal feats. First, find the archetype that best fits your character concept. Then select that archetype's dedication feat, using one of your class feat choices. Once you've taken the dedication feat, you can select any feat from that archetype, as long as you meet its prerequisites. Most archetype feats are taken in place of class feats, and so these are called archetype class feats.

An archetype feat is subject to any restrictions on the class feat it replaces. For example, if you had an ability at 6th level that granted you a bonus class feat, but that class feat had to be 4th level or lower and have the vesk trait, you could use that class feat to take an archetype class feat, but only one of 4th level or lower with the vesk trait.

DEDICATION DETAILS

Each archetype's dedication feat represents your character's dedicated effort learning a new set of abilities, making it impossible to split your focus and pursue another archetype at the same time. Once you take a dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype. You can't retrain a dedication feat as long as you have any other feats from that archetype.

Multiclass Dedications

Most archetypes in this book have the multiclass trait. These allow you to diversify your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are already a member of that class.

ADDITIONAL FEATS

Some archetypes include a list of "Additional Feats" that appear in other sources. The list includes each feat's level, which might be different than normal when gained from the archetype. You can take the feat as an archetype feat of that level, meaning it counts toward the number of feats required by the archetype's dedication feat. When selected this way, a feat that normally has a class's trait (such as the soldier trait) doesn't have that class trait.

FEATS THAT GRANT FEATS

Sometimes an archetype feat lets you select another feat, such as a class feat of a lower level. You must always meet any prerequisites of the feat you gain in this way. These always count as only one feat for the purposes of your dedication; for example, taking the envoy archetype's Basic Leadership feat to gain the Don't You Die On Me! class feat counts as only one feat, not two.

SPELLCASTING ARCHETYPES

Some archetypes grant you a substantial degree of spellcasting, albeit delayed compared to a character from a spellcasting class. The spellcasting ability from a spellcasting archetype also allows you to use Cast a Spell activations of items (such as spell chips and spell gems).

Spellcasting archetypes always grant the ability to cast cantrips in their dedication, and then they have a basic spellcasting feat, an expert spellcasting feat, and a master spellcasting feat. These feats share their name with the archetype; for instance, the witchwarper's master spellcasting feat is called Master Witchwarper Spellcasting. All spell slots you gain from spellcasting archetypes are subject to the restrictions within the archetype. For instance, the mystic archetype allows you to pick a connection when you take its dedication feat. If you pick a connection granting divine spells, the archetype then grants you spell slots you can use only to cast divine spells you prepare as a mystic, even if you are a witchwarper with occult spells in your repertoire.

Basic Spellcasting Feat: Usually available at 4th level, these feats grant a 1st-rank spell slot. At 6th level, they grant you a 2nd-rank spell slot, and if you have a spell repertoire, you can select one spell from your repertoire as a signature spell. At 8th level, they grant you a 3rd-rank spell slot. Archetypes refer to these benefits as the "basic spellcasting benefits."

Expert Spellcasting Feat: Typically taken at 12th level, these feats make you an expert in spell attack modifiers and spell DCs and grant you a 4th-rank spell slot. If you have a spell repertoire, you can select a second spell from your repertoire as a signature spell. At 14th level, they grant you a 5th-rank spell slot, and at 16th level, they grant you a 6th-rank spell slot. Archetypes refer to these benefits as the "expert spellcasting benefits."

Master Spellcasting Feat: Usually found at 18th level, these feats make you a master in spell attack modifiers and spell DCs and grant you a 7th-rank spell slot. If you have a spell repertoire, you can select a third spell from your repertoire as a signature spell. At 20th level, they grant you an 8th-rank spell slot. Archetypes refer to these benefits as the "master spellcasting benefits."

SPECIAL ARCHETYPES

Some archetype feats in other books have the skill trait, allowing you to take them in place of a skill feat rather than a class feat. A skill feat still counts to satisfy the requirement of the dedication. There are also class archetypes that can modify your class's abilities as soon as 1st level. You can never have more than one class archetype.

ENVOY

You step up and lead others to victory while manipulating those who stand in your way.

MULTICLASS ENVOY CHARACTERS

The envoy archetype allows you to take on a leadership role by giving out directives that can support allies or hinder enemies.

- Mystic envoys can choose between using their magic or directives to empower their allies, widening the breadth of options available to them.
- Operative envoys become incredibly precise killing machines that can combine Aim with abilities like Get 'em! and Distant Feint. Ghost operatives also appreciate extra feats that use Deception.
- Solarian envoys are beacons of hope amid a chaotic battlefield leading the charge with feats like Pardon Me and Get in There! A solarian envoy can use Adaptive Talent to choose different Athletics feats based on the terrain they expect to encounter.
- Soldier envoys make natural commanders who can use their defensive capabilities to keep the bonuses of their directive's active against powerful enemies while clearing out weaker foes with area fire. Erudite warriors can take full advantage of Intimidation feats like Quip and Cut 'em Deep.
- Witchwarper envoys make powerful battlefield controllers that help maximize a partys mobility while inhibiting their foe's movement capabilities with area spells and quantum field.

ENVOY DEDICATION FEAT 2

ARCHETYPE | DEDICATION | MULTICLASS

Prerequisites Charisma +2

You gain the envoy directives class feature (see page 104), but do not gain the Lead by Example benefits of the Get 'Em! envoy directive. You become trained in Deception, Diplomacy, or Intimidation plus another skill of your choice. If you were already trained in Deception, Diplomacy, and Intimidation, you instead become trained in an additional skill of your choice. You also become trained in envoy class DC.

BASIC LEADERSHIP FEAT 4

ARCHETYPE

Prerequisites Envoy Dedication

You gain a 1st- or 2nd-level envoy feat of your choice.

ADAPTIVE TALENT FEAT 6

ARCHETYPE

Prerequisites Envoy Dedication

You gain the adaptive talent class feature, but you do not gain additional skill feats at higher levels.

Special You can select this feat a second time as a 10th level feat and a 16th level feat, increasing the number of skill feats you gain using adaptive talent by 1.

ADVANCED LEADERSHIP FEAT 6

ARCHETYPE

Prerequisites Basic Leadership

You gain one envoy feat. For the purpose of meeting its prerequisites, your envoy level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another envoy feat.

REALLY GET EM! FEAT 8

ARCHETYPE

Prerequisites Envoy Dedication

You gain the Lead by Example benefit for your Get 'Em! directive, except you and your allies get a +2 status bonus to damage on both the initial and subsequent Strikes.

LEADER'S CONFIDENCE FEAT 12

ARCHETYPE

Prerequisites Envoy Dedication

You gain the leader's confidence class feature (see page 107).

MYSTIC

You channel a fundamental force of the universe.

MULTICLASS MYSTIC CHARACTERS

Mystics support allies and themselves with powerful magic.

MYSTIC DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Wisdom +2

Choose a connection (see page 119). You become trained in the connection's skill or, if you were already trained, you become trained in a skill of your choice. You don't gain any other abilities from your choice of connection. You gain the mystic bond class feature (see page 116).

You cast spells like a mystic and gain the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the spell list granted by your connection, from the spells granted by your connection, or any other cantrips of that tradition you learn or discover. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for mystic archetype spells is Wisdom, and they are mystic spells of your connection's tradition.

VITALITY NETWORK FEAT 4

ARCHETYPE

Prerequisites Mystic Dedication

You gain a vitality network with 10 Hit Points and can use Transfer Vitality to transfer up to 10 HP. Increase the maximum capacity of your vitality network by 10 at 10th, 15th, and 20th-level. Increase the amount you can transfer by 5 at 5th, 10th, 15th, and 20th-level.

BASIC MYSTIC SPELLCASTING FEAT 4

ARCHETYPE

Prerequisites Mystic Dedication

You gain the basic spellcasting benefits (page 174). Each time you gain a spell slot of a new rank from the mystic archetype, add a spell of the appropriate spell rank to your repertoire: a common spell of your connection's tradition, or one of your connection's granted spells.

BASIC MYSTICISM FEAT 4

ARCHETYPE

Prerequisites Mystic Dedication

You gain a 1st- or 2nd-level mystic feat.

ADVANCED MYSTICISM FEAT 6

ARCHETYPE

Prerequisites Basic Mysticism

You gain one mystic feat. For the purpose of meeting its prerequisites, your mystic level is half your character level.

Special You can select this feat more than once. Each time you do, you gain another mystic feat.

BASIC EPIPHANY FEAT 6

ARCHETYPE

Prerequisites Mystic Dedication

You gain your connection's initial epiphany spell. If you don't already have one, you also gain a focus pool of 1 Focus Point, which you can Refocus by reflecting on your connection.

EXPANDED CONNECTION FEAT 8

ARCHETYPE

Prerequisites Basic Mystic Spellcasting

Increase the number of spells in your repertoire and number of spell slots you gain from mystic archetype feats by 1 for each spell rank other than your two highest mystic spell slots.

EXPERT MYSTIC SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Mystic Spellcasting; master in connection skill

You gain the expert spellcasting benefits (page 174).

MASTER MYSTIC SPELLCASTING FEAT 18

ARCHETYPE

Prerequisites Expert Mystic Spellcasting; legendary in connection skill

You gain the master spellcasting benefits (page 174).

OPERATIVE

You're a professional with crack aim and lethal instincts.

MULTICLASS OPERATIVE CHARACTERS

The operative archetype allows you to deal high damage to a single target and select class feats and exploits that add to your offensive options in combat.

- Envoy operatives direct allies while lining up perfect shots.
- Mystic operatives might run out of spells, but they won't run out of shells.
- Solarian operatives can Aim their solar flare and enhance their cycle combos with operative exploits.
- Soldier operatives with the striker specialization can boost their attacks and add to their bag of tricks for owning the battlefield.
- Witchwarper operatives combine operative mobility feats with their quantum field to shake up enemy.

OPERATIVE DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Dexterity +2

You become trained in simple and martial guns (see page 132 for the definition of a gun). You become trained in operative class DC.

You gain the Aim action (page 128), it doesn't deal additional damage, but still reduces the bonus to AC your mark gains from cover (which does not increase as you gain levels).

BASIC GUNNER FEAT 4

ARCHETYPE

Prerequisites Operative Dedication

You gain a 1st- or 2nd-level operative feat.

SHARPSHOOTER FEAT 4

ARCHETYPE

Prerequisites Operative Dedication

Your ranged Strikes against the target of your Aim using the required ranged weapon deal an additional 1d4 precision damage until the end of your turn. This damage increases to 2d4 at 6th level.

SPECIALIZED OPERATIVE FEAT 4

ARCHETYPE

Prerequisites Operative Dedication

Choose a specialization. You become trained in one skill determined by your specialization; if you were already trained in that skill, you instead become trained in another skill of your choice. You gain a skill feat associated with that skill. You don't gain any other benefits from your specialization.

OPERATIVE RESILIENCY FEAT 4

ARCHETYPE

Prerequisites Operative Dedication, class granting no more Hit Points per level than 6 + your Constitution

You gain 3 additional Hit Points for each operative archetype class feat you have. As you continue selecting operative archetype class feats, you continue to gain additional Hit Points in this way.

ADVANCED GUNNER FEAT 6

ARCHETYPE

Prerequisites Basic Gunner

You gain one operative feat. For the purpose of meeting its prerequisites, your operative level is half your character level.

Special You can select this feat more than once. Each time you do, you gain another operative feat.

OPERATIVE EXPLOIT FEAT 8

ARCHETYPE

Prerequisites Operative Dedication, Specialized Operative

You gain the exploit of your chosen specialization.

GUN EXPERT FEAT 12

ARCHETYPE

Prerequisites Operative Dedication, expert in any kind of weapon or unarmed attack

Your proficiency ranks for simple and martial guns increase to expert.

MASTER SPY FEAT 12

ARCHETYPE

Prerequisites Operative Dedication, expert in Perception

Your proficiency rank for Perception increases to master.

SOLARIAN

You are a solar knight attuned to the powerful forces of gravity and light, manifesting the cosmic cycle into armaments made of stellar energy.

MULTICLASS SOLARIAN CHARACTERS

The solarian archetype allows characters to wield powerful solar weapons and engage in melee combat.

- Envoy solarians can rush into close quarters to properly assess an enemy's abilities and positioning when determining what directives to use.
- Mystic solarians can augment themselves with powerful spells and heal themselves while confronting power enemies on the frontline.
- Operative solarians might not be able to use their manifestations with most of their class features, but close quarters operatives can take advantage of the solarian's high mobility and gravity defying feats.
- Soldier solarians with the close quarters fighting style can use their solar weapon to dispatch multiple foes at once, while using solar flare as a potent ranged option.
- Witchwarper solarians can use gravity abilities to push and pull enemies into their quantum auras.

SOLARIAN DEDICATION FEAT 2

ARCHETYPE | DEDICATION | MULTICLASS

Prerequisites Strength +2

You gain the stellar attunement class feature (page 140), but you do not Attune as a free action when you roll initiative. You become trained in solarian class DC.

You can manifest a solar weapon (page 141). Your weapon has the attuned and solarian traits, but you can't select additional traits and it gains no benefits based on your attunement. You gain the Re-Forge Solar Weapon action (page 141).

BASIC STELLAR ATTUNEMENT FEAT 4

ARCHETYPE

Prerequisites Solarian Dedication

You gain a 1st- or 2nd-level solarian feat.

SOLAR WEAPON CUSTOMIZATION FEAT 4

ARCHETYPE

Prerequisites Solarian Dedication

You can select up to one trait from the list on page 141 for your solar weapon. When you reach level 6, you can choose a second trait, or the reach or two-hand 1d10 trait instead of two traits.

SOLARIAN'S RESILIENCY FEAT 4

ARCHETYPE

Prerequisites Solarian Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each solarian archetype class feat you have. As you continue selecting solarian archetype class feats, you continue to gain additional Hit Points in this way.

ADVANCED STELLAR ATTUNEMENT FEAT 6

ARCHETYPE

Prerequisites Basic Stellar Attunement

You gain one solarian feat. For the purpose of meeting its prerequisites, your solarian level is half your character level.

Special You can select this feat more than once. Each time you do, you gain another solarian feat.

SOLAR FLARE FEAT 6

ARCHETYPE

Prerequisites Solarian Dedication

You can create and maintain a solar flare (page 140), but do not add your Strength modifier to damage rolls with your solar flare or any additional benefits based on your attunement.

SOLAR NIMBUS FEAT 6

ARCHETYPE

Prerequisites Solarian Dedication

You gain the Nimbus Surge reaction (page 141), but do not gain any additional benefits based on your attunement.

SOLAR MANIFESTATION EXPERT FEAT 12

ARCHETYPE

Prerequisites Solarian Dedication, expert in any kind of weapon or unarmed attack

Your proficiency ranks for solar flare and solar weapon increase to expert.

SOLDIER

You're a stalwart shield who never stops blasting while protecting your allies from danger, including from your own terrifying destruction.

MULTICLASS SOLDIER CHARACTERS

The soldier archetype is ideal for characters who want to specialize in area attacks.

- Envoy soldiers are natural tacticians who use directives to position enemies and allies to optimize their area attacks.
- Mystic soldiers with the elemental connection can make different area weapons on the fly that deal different types of damage.
- Operative soldiers become versatile damage dealers that can use their area weapons in situations where Aim isn't as useful.
- Solarian soldiers can make use of Whirling Swipe to damage multiple enemies at once with their solar weapon.
- Witchwarper soldiers want to further hamper their enemy's movements and are excellent at using grenades.

SOLDIER DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Constitution +2

You become trained in Intimidation. If you were already trained in Intimidation, you instead become trained in a skill of your choice. Increase your maximum and encumbered Bulk limits by 2. You become trained in soldier class DC.

You become trained in light armor and medium armor. If you already were trained in light armor and medium armor, you gain training in heavy armor as well. Whenever you gain a class feature that grants you expert or greater proficiency in any type of armor (but not unarmored defense), you also gain that proficiency in the armor types granted to you by this feat. If you have a class feature that grants you expert proficiency in unarmored defense and you're 13th level or higher, you also become an expert in the armor types granted to you by this feat.

BASIC SOLDIER TRAINING FEAT 4

ARCHETYPE

Prerequisites Soldier Dedication

You gain a 1st- or 2nd-level soldier feat.

SOLDIER'S RESILIENCY FEAT 4

ARCHETYPE

Prerequisites Soldier Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each soldier archetype class feat you have. As you continue selecting soldier archetype class feats, you continue to gain additional Hit Points in this way.

ADVANCED SOLDIER TRAINING FEAT 6

ARCHETYPE

Prerequisites Basic Soldier Training

You gain one soldier feat. For the purpose of meeting its prerequisites, your soldier level is half your character level.

Special You can select this feat more than once. Each time you do, you gain another soldier feat.

SUPPRESSING FIRE FEAT 6

ARCHETYPE

Prerequisites Soldier Dedication

You gain the suppressing fire class feature (page 152).

PRIMARY TARGET FEAT 10

ARCHETYPE

Prerequisites Soldier Dedication

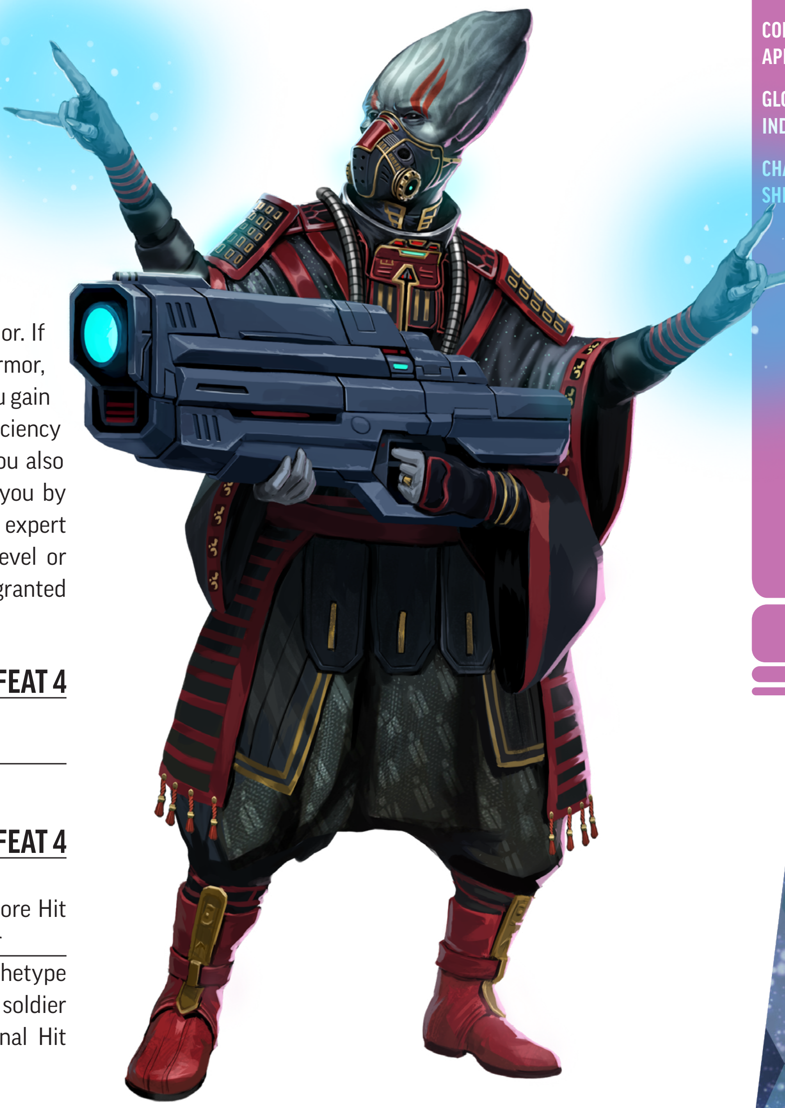
You gain the primary target class feature (page 152).

SOLDIER'S TOUGHNESS FEAT 12

ARCHETYPE

Prerequisites Soldier Dedication, expert in Fortitude saves.

Your proficiency rank in Fortitude saves increases to master.



WITCHWARPER

You can draw on the infinite possibilities of other universes and timelines to warp reality with powerful magic.

MULTICLASS WITCHWARPER CHARACTERS

The witchwarper archetype allows you to cast reality warping spells and manifest a quantum field.

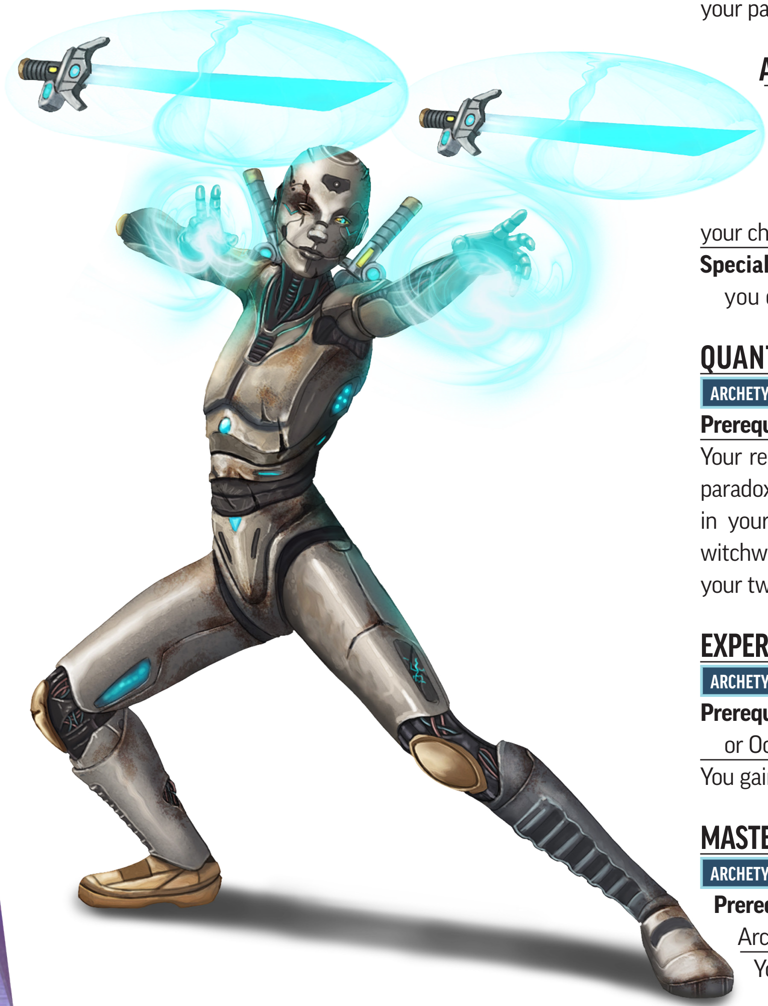
WITCHWARPER DEDICATION FEAT 2

ARCHETYPE | DEDICATION | MULTICLASS

Prerequisites Intelligence +2

Choose a paradox (page 167). You become trained in the paradox's skill or, if you were already trained, you become trained in a skill of your choice. You gain the Warp Reality action (page 164), but your quantum field is a 10-foot radius burst.

You cast spells like a witchwarper. You gain access to the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the spell list associated with your paradox, from the spells granted by your paradox, or any other cantrips of that tradition you learn or discover. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for witchwarper archetype spells is Intelligence, and they are witchwarper spells of your paradox's tradition. You don't gain any other abilities from your choice of paradox.



BASIC DISTORTION FEAT 4

ARCHETYPE

Prerequisites Witchwarper Dedication

Your disruptive powers grow. You gain a 1st- or 2nd-level witchwarper feat.

BASIC QUANTUM FIELD FEAT 4

ARCHETYPE

Prerequisites Witchwarper Dedication

Your quantum field gains the effect of your chosen paradox.

BASIC WARP SPELL FEAT 4

ARCHETYPE

Prerequisites Witchwarper Dedication

You gain your paradox's initial warp spell. If you don't already have one, you also gain a focus pool of 1 Focus Point, which you can Refocus by contemplating infinite worlds. (For more on warp spells, see page 165.)

BASIC WITCHWARPER SPELLCASTING FEAT 4

ARCHETYPE

Prerequisites Witchwarper Dedication

You gain the basic spellcasting benefits (page 174). Each time you gain a spell slot of a new rank from the witchwarper archetype, add a spell of the appropriate spell rank to your repertoire: a common spell of your paradox's tradition, or one of your paradox's granted spells.

ADVANCED DISTORTION FEAT 6

ARCHETYPE

Prerequisites Basic Distortion

You gain one witchwarper feat. For the purpose of meeting its prerequisites, your witchwarper level is half your character level.

Special You can select this feat more than once. Each time you do, you gain another witchwarper feat.

QUANTUM BREADTH FEAT 8

ARCHETYPE

Prerequisites Basic Witchwarper Spellcasting

Your repertoire expands, and you can cast more spells of your paradox's tradition each day. Increase the number of spells in your repertoire and number of spell slots you gain from witchwarper archetype feats by 1 for each spell rank other than your two highest witchwarper spell slots.

EXPERT WITCHWARPER SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Witchwarper Spellcasting; master in Arcana or Occultism, depending on paradox

You gain the expert spellcasting benefits (page 174).

MASTER WITCHWARPER SPELLCASTING FEAT 18

ARCHETYPE

Prerequisites Expert Witchwarper Spellcasting; legendary in Arcana or Occultism, depending on paradox

You gain the master spellcasting benefits (page 174).

STARFINDER FIELD AGENT

You are a trained agent of the Starfinder Society, a group of adventures, scholars, and xenoarchaeologists seeking knowledge, treasure, and secrets across the galaxy.

Additional Feats: 4th Danger Awareness (page 132)

STARFINDER FIELD AGENT DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites member of the Starfinder Society, trained in Society

You are a trained agent of the Starfinder Society. You become an expert in Society. You gain the Additional Lore feat for Starfinder Lore; if you were already trained in Starfinder Lore, you also become trained in a Lore skill of your choice.

Special You can take this feat if you have the xenoarchaeologist archetype dedication feat (*Starfinder Galaxy Guide*) even if you haven't taken two additional xenoarchaeologist feats. Xenoarchaeologist archetype feats count as Starfinder field agent feats, and vice-versa, for purposes of completing the archetypes.

MISSION BRIEFING FEAT 4

ARCHETYPE

Prerequisites Starfinder Field Agent Dedication

Coming prepared to mission briefings gives you extra time to ask questions and research a topic relevant to your next adventure. You are trained in Mission Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic related to an assignment, mission, or quest performed on behalf of another individual or organization. If you fail a check to Recall Knowledge with Mission Lore, you get the effects of the Dubious Knowledge skill feat unless the question was already answered during a mission briefing. If you have legendary proficiency in Society, you gain expert proficiency in Mission Lore, but you can't increase your proficiency rank in Mission Lore by any other means.

ALWAYS ON ALERT FEAT 6

ARCHETYPE

Prerequisites Starfinder Field Agent Dedication

After countless unexpected encounters you've developed a second sense for danger. You can perform the Scout exploration activity at the same time as the Avoid Notice, Investigate, or Search exploration activity. The bonus to initiative you grant when you Scout is +2 instead of +1.

STARFINDER PROVISIONS FEAT 8

ARCHETYPE

Prerequisites Starfinder Field Agent Dedication

The Starfinder Society provides you with provisions to aid you on your adventures. Each day during your daily preparations while you're in a settlement, a Starfinder Society delivery drone delivers two consumable items with an item level no higher than half your level. The drone might not be able to arrive if you're in a remote location or based on GM's discretion. If you receive a subsequent delivery and have items remaining from the prior delivery, you must return any unused consumables to the drone before receiving new stock.

VETERAN TRAP FINDER FEAT 8

ARCHETYPE

Prerequisites Danger Awareness, Mission Briefing

You can use Mission Lore instead of Computers or Thievery to disable traps in locations you researched using Mission Briefing. You can disable traps that require a proficiency rank of master in Computers or Thievery. If you have master proficiency in Computers or Thievery, you can disable traps that require a proficiency rank of legendary in that skill instead, and increase the circumstance bonus you gain from Danger Awareness to +2.

SWAP UPGRADES ◆◆ FEAT 10

ARCHETYPE

Prerequisites Starfinder Field Agent Dedication

Frequency once per day

Requirements You are holding a repair kit, or you are wearing it and have a hand free.

You've meticulously prepared your gear to allow for quick adjustments in the field without damaging any delicate components. You draw and Install an Upgrade into a wielded weapon or worn armor. You can uninstall and stow an upgrade as part of this activity. If you have master proficiency in Crafting, you can Install two upgrades.

CHAPTER 4:
SKILLS

While your character's attributes represent their raw talent and potential, skills represent their training and experience at performing certain tasks. Each skill is keyed to one of your character's attributes and used for an array of related actions. Your character's expertise in a skill comes from several sources, including their background and class. In this chapter, you'll learn about new skill options in Starfinder, with new skills and updated uses for existing skills.

A character's acumen in skills can come from all sorts of training, from piloting starships to researching a topic on an infosphere to rehearsing a performing art. When you create your character and as they advance in level, you have flexibility as to which skills they become better at and when. Some classes benefit more from improving certain skills—such as the envoy's focus on their leadership skill—but for most classes, you can choose whichever skills make the most sense for your character's theme and backstory at 1st level, then use their adventure and downtime experiences to inform how their skills should improve as your character levels up.

A character gains training in certain skills at 1st level: typically two from their background, a small number of predetermined skills from their class, and several skills of your choice granted by their class. This training increases your proficiency ranks for those skills to trained instead of untrained and lets you use more of the skills' actions. Sometimes you might become trained in the same skill from multiple sources, such as if your background granted training in Athletics and you took the solarian class, which also grants training in Athletics. Each time after the first that you'd become trained in a given skill, you instead allocate the trained proficiency to any other skill of your choice—though if the skill is a Lore skill, the new skill must also be a Lore skill.

KEY ATTRIBUTE

Each skill is tied to a key attribute. You add your modifier for this attribute to checks and DCs when using that skill. For example, skulking about the shadowy corridors of a derelict starship with Stealth uses your Dexterity modifier, navigating the fickle personalities and treacherous power plays of interstellar politics with Society uses your Intelligence modifier, and so on. The key attribute for each skill is listed on the Skills, Key Attributes, and Actions table on page 185 and also appears in parentheses following the skill's name in the descriptions on the following pages. If the GM deems it appropriate for a certain situation, however, they might have you use a different attribute modifier for a skill check or when determining your skill DC.

SKILL ACTIONS

The actions you can perform with a given skill are sorted into those you can use untrained and those that require you to be trained in the skill, as shown on the Skills, Key Attributes, and Actions table (page 185). The untrained and trained actions of each skill appear in separate sections within the skill's description.

Anyone can use a skill's untrained actions, but you can use trained actions only if you have a proficiency rank of trained or better in that skill. A circumstance, condition, or effect might bar you from a skill action regardless of your proficiency rank, and sometimes using a skill in a specific situation might require you to have a higher proficiency rank than what is listed on the table. For instance, even though a soldier untrained in Occultism could identify an extraplanar or eldritch being with a lucky roll using Occultism to Recall Knowledge, the GM might decide that Recalling Knowledge to determine the spells used to summon and control such a creature is beyond the scope of the soldier's anecdotal knowledge. The GM decides whether a task requires a particular proficiency rank.

SKILL CHECKS AND DCS

When you're actively using a skill, often by performing one of its actions, you might attempt a skill check: rolling a d20 and adding your skill modifier. To determine this modifier, add your attribute modifier for the skill's key attribute, your proficiency bonus for the skill, and any other bonuses and penalties.

Skill modifier = skill's key attribute modifier + proficiency bonus + other bonuses + penalties

When noting the modifier on your character sheet, you should write down only the numbers that always apply—

typically just your attribute modifier and proficiency bonus at 1st level. At higher levels, you may wear or use items to improve your skills with item bonuses pretty much all the time; you should include those in your calculation, too.

The GM sets the DC of a skill check, using the guidelines in *Starfinder GM Core*. The DCs you're most likely to encounter frequently are the five simple skill DCs below, which are presented here to give you a sense of what number you'll need to roll to succeed at most tasks.

Task Difficulty	Simple DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

When someone or something tests your skill, they attempt a check against your skill DC, which is equal to 10 plus your skill modifier. A skill DC works like any other DC to determine the effect of an opposing creature's skill action.

See page 392 in Chapter 8: Playing the Game for more information about modifiers, bonuses, and penalties.

ARMOR AND SKILLS

Some armor imposes a penalty on specific skill checks and DCs. If a creature is wearing armor that imparts a skill penalty, that penalty is applied to the creature's Strength- and Dexterity-based skill checks and skill DCs, unless the action has the attack trait. Check penalties from armor are detailed on page 245 in Chapter 6: Equipment.

SECRET CHECKS

Sometimes you won't know whether you have succeeded at a skill check. If an action has the secret trait, the GM rolls the check for you and informs you of the effect without revealing the result of the roll or the degree of success. The GM rolls secret checks when your knowledge about the outcome is imperfect, like when you're searching for a hidden creature or object, attempting to deceive someone, translating a complex alien language, or decoding encrypted data. This way, you as the player don't know things that your character wouldn't. This rule is the default for actions with the secret trait, but the GM can choose not to use secret checks if they would rather some or all rolls be public.

EXPLORATION AND DOWNTIME ACTIVITIES

Some skill activities have the exploration or downtime trait. Exploration activities usually take a minute or more, while downtime activities may take a day or more. They usually can't be used during an encounter, though the GM might bend this restriction. If you're not sure whether you have the time to use one of these activities, ask your GM.

IMPROVING SKILLS

As your character advances in level, there are two main ways their skills improve: skill increases and skill feats. Your class lists the levels at which you gain each of these improvements.

Skill Increases

Skill increases improve your proficiency in skills of your choice. You can use these increases to become trained in new skills or increase your proficiency rank in skills you're trained in (from trained to expert at any level, expert to master at 7th level or higher, and master to legendary at 15th level or higher). Unlike when you first become trained at a skill, if two different abilities would make you an expert, master, or legendary in a skill, you don't get to choose a second skill to become expert in—the redundant benefit simply has no effect.

Skill Feats

Skill feats are a type of general feat that often grant you a new way to use a skill or make you better at using a skill in a particular way. Skill feats always have the skill trait. These feats appear in Chapter 5.

SKILLS, KEY ATTRIBUTES, AND ACTIONS

Skill	Page	Key Attribute	Untrained Actions	Trained Actions
Acrobatics	192-193	Dexterity	Balance ◆ Tumble Through ◆	Maneuver in Flight ◆ Squeeze[E]
Arcana	193	Intelligence	Recall Knowledge[G] ◆ (page 190)	Borrow an Arcane Spell[E] Decipher Writing[E, G] (page 186) Identify Magic[E, G] (page 188) Learn a Spell[E, G] (page 189)
Athletics	193–195	Strength	Climb ◆ Force Open ◆ Grapple ◆ High Jump ◆◆ Long Jump ◆◆ Reposition ◆ Shove ◆ Swim ◆ Trip ◆	Disarm ◆
Computers	195–196	Intelligence	Access Infosphere[E] Recall Knowledge[G] ◆ (page 190) Operate Device[E]	Decipher Writing[E, G] (page 186) Disable a Device ◆◆ Hack[E]
Crafting	196–198	Intelligence	Recall Knowledge[G] ◆ (page 190) Repair[E]	Craft[D], Earn Income[D, G] (page 186)
Deception	198–199	Charisma	Create a Diversion ◆ Impersonate[E], Lie	Feint ◆
Diplomacy	199–200	Charisma	Gather Information[E] Make an Impression[E] Request ◆	–
Intimidation	200	Charisma	Coerce[E], Demoralize ◆	–
Lore	200	Intelligence	Recall Knowledge[G] ◆ (page 190)	Earn Income[D, G] (page 186)
Medicine	201–202	Wisdom	Administer First Aid ◆◆ Recall Knowledge[G] ◆ (page 190)	Treat Disease[D] Treat Poison ◆ Treat Wounds[E]
Nature	202	Wisdom	Command an Animal ◆ Recall Knowledge[G] ◆ (page 190)	Identify Magic[E, G] (page 188), Learn a Spell[E, G] (page 189)
Occultism	203	Intelligence	Recall Knowledge[G] ◆ (page 190)	Decipher Writing[E, G] (page 186) Identify Magic[E, G] (page 188) Learn a Spell[E, G] (page 189)
Performance	203–204	Charisma	Perform ◆ Recall Knowledge[G] ◆ (page 190)	Earn Income[D, G] (page 186)
Piloting	204–206	Dexterity	Recall Knowledge[G] ◆ (page 190)	Drive ◆ to ◆◆◆ Navigate[E] Plot Course[E] Run Over ◆◆◆ Stop ◆ Stunt ◆ Take Control ◆
Religion	206	Wisdom	Recall Knowledge[G] ◆ (page 190)	Decipher Writing[E, G] (page 186) Identify Magic[E, G] (page 188) Learn a Spell[E, G] (page 189)
Society	206	Intelligence	Recall Knowledge[G] ◆ (page 190) Subsist[D, G] (page 191)	Create Forgery[D] Decipher Writing[E, G] (page 186)
Stealth	206–208	Dexterity	Conceal an Object ◆ Hide ◆ Sneak ◆	–
Survival	208–209	Wisdom	Sense Direction[E] Subsist[D, G] (page 191)	Cover Tracks[E] Track[E]
Thievery	209	Dexterity	Palm an Object ◆ Steal ◆	Disable a Device ◆◆ Pick a Lock ◆◆

D This skill action is used during downtime.
E This skill action is used during exploration.
G This is a general skill action, with a description appearing on the listed page number instead of in the skill's entry.

GENERAL SKILL ACTIONS

General skill actions are skill actions that can be used with multiple different skills. When you use a general skill action, you might use your modifier from any skill that lists it as one of the skill's actions, depending on the situation.

General Skill Action	Proficiency	Page
Decipher Writing	Trained	186
Earn Income	Trained	186–188
Identify Magic	Trained	188
Learn a Spell	Trained	189–190
Recall Knowledge ◆	Untrained	190–191
Subsist	Untrained	191

DECIPHER WRITING (TRAINED)

Skills: Arcana, Computers, Occultism, Religion, Society

When you encounter particularly archaic or esoteric texts, the GM might require you to Decipher the Writing before you can understand it. You must be trained in the relevant skill to Decipher Writing. The skills used for Deciphering Writing and the types of texts they usually decipher are:

- Arcana for writing about arcane theory, including arcane spells and rituals
- Computers for programming or other computer languages
- Occultism for eldritch script and occult esoterica
- Religion for scripture, allegories, and proverbs
- Society for coded messages, archaic text, or (in some cases) alien languages

DECIPHER WRITING

CONCENTRATE EXPLORATION SECRET

You attempt to decipher complicated writing or literature on an obscure topic. This usually takes 1 minute per page of text, but might take longer (typically an hour per page for decrypting ciphers or the like). The text must be in a language you can read, though the GM might allow you to attempt to decipher text written in an unfamiliar language using Society instead.

The DC is determined by the GM based on the state or complexity of the document. The GM might have you roll one check for a short text or a check for each section of a larger text.

Critical Success You understand the true meaning of the text.

Success You understand the true meaning of the text. If it was a coded document, you know the general meaning but might not have a word-for-word translation.

Failure You can't understand the text and take a –2 circumstance penalty to further checks to decipher it.

Critical Failure You believe you understand the text on that page, but you have in fact misconstrued its message.

SAMPLE DECIPHER TASKS

Trained entry-level philosophy treatise

Expert complex code, such as a cipher

Master top secret code or advanced research notes

Legendary esoteric text written in metaphor by an extraplanar being

EARN INCOME (TRAINED)

Skills: Crafting, Lore, Performance, others

You can use a skill to earn money during downtime. You must be trained in the skill to do so. This takes time to set up, and your income depends on your proficiency rank and how lucrative a task you can find. Because this process requires a significant amount of time and involves tracking things outside the progress of adventures, it won't come up in every campaign.

The most typical ways to Earn Income, detailed further in this section are:

- Crafting goods for the market (Crafting)
- Practicing a Trade (Lore)
- Staging a Performance (Performance)

In some cases, the GM might let you use a different skill to Earn Income through specialized work. This might be scholarly work, such as using Religion to study an alien culture's faith—but live streaming a sermon would still fall under Performance instead of Religion. You also might be able to use physical skills to make money, such as using Athletics to haul cargo at a spaceport or Thievery to pick pockets at a crowded concert. If you're using a skill other than Crafting, Lore, or Performance, the DC tends to be significantly higher.

EARN INCOME

DOWNTIME

You use one of your skills to make money during downtime. The GM assigns a task level representing the most lucrative job available. You can search for lower-level tasks, with the GM determining whether you find any. Sometimes you can attempt to find better work than the initial offerings, though this takes time and requires using the Diplomacy skill to Gather Information, doing some research, or socializing.

When you take on a job, the GM secretly sets the DC of your skill check. After your first day of work, you roll to determine your earnings. You gain an amount of income

INCOME EARNED

Task Level	Failure	Trained	Expert	Master	Legendary
0	1 credit	1 credit	1 credit	1 credit	1 credit
1	1 credit	2 credits	2 credits	2 credits	2 credits
2	1 credit	3 credits	3 credits	3 credits	3 credits
3	1 credit	5 credits	5 credits	5 credits	5 credits
4	1 credit	7 credits	8 credits	8 credits	8 credits
5	2 credits	9 credits	10 credits	10 credits	10 credits
6	3 credits	15 credits	20 credits	20 credits	20 credits
7	4 credits	20 credits	25 credits	25 credits	25 credits
8	5 credits	25 credits	30 credits	30 credits	30 credits
9	6 credits	30 credits	40 credits	40 credits	40 credits
10	7 credits	40 credits	50 credits	60 credits	60 credits
11	8 credits	50 credits	60 credits	80 credits	80 credits
12	9 credits	60 credits	80 credits	100 credits	100 credits
13	10 credits	70 credits	100 credits	150 credits	150 credits
14	15 credits	80 credits	150 credits	200 credits	200 credits
15	20 credits	100 credits	200 credits	280 credits	280 credits
16	25 credits	130 credits	250 credits	360 credits	400 credits
17	30 credits	150 credits	300 credits	450 credits	550 credits
18	40 credits	200 credits	450 credits	700 credits	900 credits
19	60 credits	300 credits	600 credits	1,000 credits	1,300 credits
20	80 credits	400 credits	750 credits	1,500 credits	2,000 credits
20 (critical)	–	500 credits	900 credits	1,750 credits	3,000 credits

based on your result, the task's level, and your proficiency rank (as listed on the Income Earned table).

You can continue working at the task on subsequent days without needing to roll again. For each day you spend after the first, you earn the same amount as the first day, up until the task's completion. The GM determines how long you can work at the task. Most tasks last a week or two, though some can take months or even years.

Critical Success You do outstanding work. Gain the amount of currency listed for the task level + 1 and your proficiency rank.

Success You do competent work. Gain the amount of currency listed for the task level and your proficiency rank.

Failure You do shoddy work and get paid the bare minimum for your time. Gain the amount of currency listed in the failure column for the task level. The GM will likely reduce how long you can continue at the task.

Critical Failure You earn nothing for your work and are fired immediately. You can't continue at the task. Your reputation suffers, potentially making it difficult for you to find rewarding jobs in that community in the future.

SAMPLE EARN INCOME TASKS

These examples use Piloting to work as a pilot or Legal Lore to perform legal work.

Trained run speedy errands on your enercycle, do legal research

Expert pilot a small salvage ship, present minor court cases

Master pilot a large research vessel or freighter, present important court cases

Legendary run an interplanetary pilot training program, argue a case against an Embri Speaker and their coterie in their own court

Crafting Goods for the Market (Crafting)

Using Crafting, you can work at producing common items for the market. It's usually easy to find work making basic items whose level is 1 or 2 below your settlement's level.

Higher-level tasks represent special commissions, which might require you to Craft a specific item using the Craft downtime activity and sell it to a buyer at full Price. These opportunities don't occur as often and might have special requirements—or serious consequences if you disappoint a prominent client.

Practicing a Trade (Lore)

You apply the practical benefits of one of your Lore specialties during downtime by practicing your trade. This is most effective for Lore specialties like business, law, or mining, where there's high demand for workers. The GM might increase the DC or determine only low-level tasks are available if you're attempting to use an obscure Lore skill to Earn Income. You might also need specialized tools to accept a job, like an enercycle to conduct deliveries in a busy city or a fashionable suit to attend a meeting with corporate clients.

INCOME EXAMPLES

The following examples show the kinds of tasks your character might take on to Earn Income during low-level and high-level play.

Chk Chk Makes Coffee

Chk Chk is a 3rd-level mystic and an expert barista. He has a Coffee Lore modifier of +7.

He spends 30 days of downtime working shifts at a streetside coffee stand in Little Akiton on Absalom Station, where he just finished an adventure. The GM decides working at the fast-paced but rundown coffee stand is a 2nd-level task and secretly sets the DC at 16.

On his first shift, Chk Chk rolls a 19 on his Coffee Lore check for a result of 26, critically succeeding! He earns 5 credits for his efforts (like a success at a 3rd-level task) and continues working for 6 more days, for a total of 35 credits.

At that point, the GM offers Chk Chk a choice: he can finish out the month slinging coffee in Little Akiton or accept a job offer from a trendy cafe in Bluerise Tower (a 4th-level task). Chk Chk takes the job in the posh corporate cafe, despite knowing the clientele won't be as friendly as the residents of Little Akiton. He switches to his new job and attempts a new Coffee Lore check against DC 19. Rolling a 13, he gets a result of 20, barely succeeding! He earns 8 credits per day. The busy office workers *love* Chk Chk's extra black coffee (with rainbow sprinkles).

The GM rules that the coffee shop is pleased to let Chk Chk work there for the remainder of his downtime, a total of 23 days. Chk Chk gladly accepts and earns a respectable total of 219 credits that month.

Dae Performs in a Dance Contest

Dae is a 16th-level solarian and a legendary dancer. With their Meyel's Melody ancestry feat they have a +2 status bonus to Performance checks, for a total Performance modifier of +30.

With 30 days of downtime ahead of them, Dae decides to enter a contest to appear in *Superstatic Danceblast*, a Pact Worlds music video.

The GM decides that getting through every round of the contest and earning a spot takes a full two weeks and is a level 14 task, secretly setting the DC at 32.

Dae rolls a 10 on their Performance check for a result of 40. Success! After 14 days of tough competition, Dae has made it into the music video! The GM explains that the advance pay is 2,800 credits (incidentally covering the 200 credits they earned every day for 14 days).

The next 16 days of downtime are quite busy for Dae. The GM explains that the stakes are high, as there's been a surprise announcement: *Superstatic Danceblast* will be performed live on "Zo! You Think You Can Dance?" Winning the competition is a monumental 20th-level task, and the GM secretly sets the DC at 40. After several days of practice, the show is on, and Dae rolls a 17, handily impressing Zo! with a result of 47! Dae's share of the first prize payout is a whopping 32,000 credits (representing 2,000 credits per day for 16 days). Dae's not sure how they're going to spend their earnings, but it won't have to be on coffee!

Staging a Performance (Performance)

You perform for an audience to make money. The available audiences determine the level of your task, since more discerning audiences are harder to impress but provide a bigger payout. The GM determines the task level based on the audiences available. Performing for a typical audience in a seedy bar is a level 0 task, but a performance for a group of fellow musicians with more refined tastes might be a 2nd- or 3rd-level task, and ones for wealthy clients, fashionistas, and interstellar dignitaries are increasingly higher level.

Your degree of success determines whether you moved your audience and whether you were rewarded with rave reviews or downvotes.

IDENTIFY MAGIC (TRAINED)

Skills: Arcana, Nature, Occultism, Religion

Using the skill related to the appropriate tradition, as explained in Magical Traditions and Skills on page 189, you can attempt to identify a magical item, location, or ongoing effect. In many cases, you can use a skill to attempt to Identify Magic of a tradition other than your own at a higher DC. The GM determines whether you can do this and what the DC is.

IDENTIFY MAGIC

CONCENTRATE | EXPLORATION | SECRET

Once you discover that an item, location, or ongoing effect is magical, you can spend 10 minutes to try to identify the particulars of its magic. If your attempt is interrupted, you must start over. The GM sets the DC for your check. Cursed magic or esoteric subjects usually have higher DCs or might even be impossible to identify using this activity alone. Heightening a spell doesn't increase the DC to identify it.

Critical Success You learn all the attributes of the magic, including its name (for an effect), what it does, any means of activating it (for an item or location), and whether it's cursed.

Success For an item or location, you get a sense of what it does and learn any means of activating it. For an ongoing effect (such as a spell with a duration), you learn the effect's name and what it does. You can't try again in hopes of getting a critical success.

Failure You fail to identify the magic and can't try again for 1 day.

Critical Failure You misidentify the magic as something else of the GM's choice.

LEARN A SPELL (TRAINED)

Skills: Arcana, Nature, Occultism, Religion

If you're a spellcaster, you can use the skill corresponding to your magical tradition to learn a new spell of that tradition. The Learning a Spell table lists the Price of the materials needed to Learn a Spell of each rank. Learning a Spell is most useful for classes that use a limited spell list, like the witchwarper, though other classes might use it gain rare or uncommon spells.

LEARN A SPELL

CONCENTRATE | EXPLORATION

Requirements You have a spellcasting class feature, and the spell you want to learn is on your magical tradition's spell list.

You can gain access to a new spell of your tradition from someone who knows that spell or from magical writing like a spellbook or scroll. If you can cast spells of multiple traditions, you can Learn a Spell of any of those traditions, but you must use the corresponding skill to do so. For example, if you were an elemental mystic with the witchwarper multiclass archetype, you couldn't use Nature to add an arcane or occult spell to your witchwarper spell repertoire.

To learn the spell, you must do the following:

- Spend 1 hour per spell rank, during which you must remain in conversation with a person who knows the spell or have the magical writing in your possession.
- Have materials with the Price indicated in the Learning a Spell table.
- Attempt a skill check for the skill corresponding to your tradition (DC determined by the GM, often close to the DC on the Learning a Spell Table). Uncommon or rare spells have higher DCs; full guidelines for the GM appear on page 52 of *Starfinder GM Core*.

Critical Success You expend half the materials and learn the spell.

Success You expend the materials and learn the spell.

Failure You fail to learn the spell but can try again after you gain a level. The materials aren't expended.

Critical Failure As failure, except you expend half the materials.

Spell Rank	Price	Typical DC
1st or cantrip	20 credits	15
2nd	60 credits	18
3rd	160 credits	20
4th	360 credits	23
5th	700 credits	26
6th	1,400 credits	28
7th	3,000 credits	31
8th	6,500 credits	34
9th	15,000 credits	36
10th	70,000 credits	41

EXTRA PREPARATION

When Earning Income, you might be able to spend days of downtime to prepare for your task and lower the DC of the skill check. This might involve rehearsing a performance set list, studying a topic, and so on. The GM determines how long preparation takes and how much the DC changes. This is most useful when you're trying a task that's higher level than you.

Ending or Interrupting Tasks

When a task you're doing is complete, or if you stop in the middle of one, you normally have to find a new task if you want to keep Earning Income. For instance, if you quit your job working at the space docks, you'll need to find another place of employment instead of picking up where you left off. This usually takes 1 day or more of downtime looking for leads on new jobs.

However, you might pause a task due to an adventure or event that wouldn't prevent you from returning to the old job later. The GM might decide that you can pick up where you left off, assuming the task hasn't been completed by others in your absence. Whether you roll a new skill check when you resume is also up to the GM. Generally speaking, if you had a good initial roll and want to keep it, you can, but if you had a bad initial roll, you can't try for a better one by pausing to do something else. If your statistics changed during the break—usually because you leveled up while adventuring—you can attempt a new check.

MAGICAL TRADITIONS AND SKILLS

Each magical tradition has a corresponding skill, as shown on the table below. You must have the trained proficiency rank in a skill to use it to Identify Magic or Learn a Spell. Something without a specific tradition, such as an item with the magical trait, can be identified using any of these skills.

Magical Tradition	Corresponding Skill
Arcane	Arcana
Divine	Religion
Occult	Occultism
Primal	Nature

RECALL KNOWLEDGE SKILLS

The following skills can be used to Recall Knowledge about the listed topics. Some topics might appear on multiple lists, but the skills could give different information. For example, Arcana might tell you about the magical attacks of a magitech robot, whereas Crafting could tell you what material it's made of and what sort of damage bypasses its resistances.

- **Arcana:** arcane theories, magical traditions, creatures of arcane significance, and the Elemental, Astral, and Void planes
- **Computers:** digital and virtual equipment, computer programs, vidgames, and fabrication programs
- **Crafting:** the value of items, tech gear, engineering, unusual materials, and tech creatures
- **Lore:** the subject of the Lore skill's subcategory
- **Medicine:** diseases, poisons, wounds, and forensics
- **Nature:** fauna, flora, geography, weather, the environment, natural creatures (like animals, beasts, fey, and plants), the Universe, the First World, and the Elemental Planes
- **Occultism:** eldritch mysteries, esoteric cults, creatures of occult significance (like aberrations and spirits), anomalous locations like the Ghost Levels, and esoteric planes like the Astral Plane, Creation's Forge, the Ethereal Plane, the Netherworld, and the Void
- **Performance:** impressive performances, specific songs or media pieces, music groups, media personalities, and creatures who use song or dance abilities (such as magic songs or dances)
- **Piloting:** models of mechs, vehicles, or starships, as well as specific equipment or parts that might be installed on them, and areas of piloting significance (like black holes, interstellar phenomena, or the Drift)
- **Religion:** gods, their edicts and anathema, divine agents, theology, myths, creatures of religious significance (like celestials, fiends, and undead), Creation's Forge, the Void, and the Outer Spheres
- **Society:** celebrities, history, laws, social structures, and cultural nuances of an organized society

Using an applicable Lore to Recall Knowledge about a topic, such as Newborn Lore instead of Religion to recall details of the nascent outer god's origins, typically comes with a lower DC. Your special interests can pay off! In some cases, you can get the GM's permission to use a different but related skill, usually against a higher DC than normal. The GM might allow checks to Recall Knowledge using other skills. For example, you might assess the skill of a star athlete using Athletics. If you're using a physical skill (like in this example), the GM will most likely have you use a mental modifier—typically Intelligence—instead of the skill's normal physical attribute modifier.

RECALL KNOWLEDGE QUESTIONS

When encountering a subject for the first time, your first question will likely be a basic "What is it?", which the GM can answer with a name and basic description like, "This is the symbol of Zon-Shelyn, a recently formed composite deity of art through pain," or "That's a tashtari, also known as a laser wolf, because it's a wolf that shoots lasers!" If you already know this base level of detail on the subject, the list below includes some reasonable questions. The GM determines what other questions to allow. Usually this is simple as long as you stick to *one* question. Any question must be about something observable in the game world, not the abstract numbers of the rules. The GM might tell you a malfunctioning robot's Reflex save is its weakest—translating a concept your character could understand using the game term for clarity—but wouldn't reveal the exact Reflex modifier. The GM can find more guidance in *GM Core*.

Creatures: "Can it be reasoned with?" "What environments does it live in?" "What's its most notable offensive ability?" "Is it highly vulnerable or resistant to anything?" "Are any of its defenses weak?"

Magic: "How can it be avoided?" "What type of people use this magic?" "How long does it last?"

Organizations: "What kind of influence does it have?" "Where is it headquartered?" "How large is it?" "What kind of members does it have?" "Who are its major authorities?" "Do they have any notable allies and enemies?"

People: "What's their personality like?" "What do they look like?" "Do they have any notable talents?" "Do they have notable allies and enemies?" "What kind of influence do they have?" "Do they have any vices?"

Sites: "What's its general location?" "How large is it?" "What's the government like?" "Do any notable people live there?" "What kind of monsters dwell there?" "What's the environment and terrain like?"

Learned Spells

If you have a spell repertoire, such as the mystic or witchwarper do, a spell you learn isn't automatically added since you can only know a limited number of spells. Instead, you can select it when you add or swap spells. Otherwise, a spell you learn is added to your repository of spells, such as the spell database for a technomancer.

RECALL KNOWLEDGE (UNTRAINED)

Skills: Arcana, Computers, Crafting, Lore, Medicine, Nature, Occultism, Performance, Piloting, Religion, Society, others

To remember useful information on a topic, you can attempt to Recall Knowledge. This action is one you're likely to use frequently. Learning more about the Universe and people around you is one of the best ways to inform your decisions, and Recalling Knowledge can help you figure out how to best fight alien horrors, solve ancient mysteries, and navigate social challenges.

You might know basic information about something without needing to attempt a check, but Recall Knowledge requires you to stop and think for a moment so you can recollect more specific facts and apply them. You might even need to spend time investigating first. For instance, to use Medicine to learn the cause of death, you might need to conduct a forensic examination before attempting to Recall Knowledge.

RECALL KNOWLEDGE ◆

CONCENTRATE SECRET

You attempt a skill check to try to remember a bit of knowledge regarding a topic related to that skill. Suggest which skill you'd like to use and ask the GM one question. The GM determines the DC. You might need to collaborate with the GM to narrow down the question or skills, and you can decide not to Recall Knowledge before committing to the action if you don't like your options.

Critical Success You recall the knowledge accurately. The GM answers your question truthfully and either tells you additional information or context, or answers one follow-up question.

Success You recall the knowledge accurately. The GM answers your question truthfully.

Critical Failure You recall incorrect information. The GM answers your question falsely (or decides to give you no information, as on a failure).

RECALL KNOWLEDGE TASKS

The following examples use Corporate Lore or Religion.

Untrained name of a CEO or core deity

Trained names of a company's board members, major doctrines of a core deity

Expert hierarchy of a company's employees, teachings of an ancient religious sect

Master hidden facilities and trade routes of an interplanetary corporation, major temples of a deity across Near Space

Legendary black site of an elusive bioweapons manufacturer, secret doctrines of a religion, remote holy sites in the Vast

SUBSIST (UNTRAINED)

Skills: Society, Survival

If you need to provide food and shelter, you can use the Subsist downtime activity. This typically uses Society if you're in a settlement or Survival if you're in the wild.

SUBSIST

DOWNTIME

You try to provide food and shelter for yourself, and possibly others as well, with a standard of living described on page 243. The GM determines the DC based on the nature of the place where you're trying to Subsist. You might need a minimum proficiency rank to Subsist in particularly strange environments. Unlike most downtime activities, you can Subsist after 8 hours or less of exploration, but if you do, you take a –5 penalty.

Critical Success You either provide a subsistence living for yourself and one additional creature, or you improve your own food and shelter, granting yourself a comfortable living.

Success You find enough food and shelter with basic protection from the elements to provide you a subsistence living.

Failure You're exposed to the elements and don't get enough food, becoming fatigued until you attain sufficient food and shelter.

Critical Failure You attract some trouble, eat something you shouldn't, or otherwise worsen your situation. You take a –2 circumstance penalty to checks to Subsist for 1 week. You don't find any food at all; if you don't have any stored up, you're in danger of starving or dying of thirst if you continue failing.

SAMPLE SUBSIST TASKS

Untrained forage on a lush planet with calm weather like Castrovel or panhandle at a busy space port with plentiful resources like Absalom Station

Trained forage on a habitable terrestrial planet, adequately supplied research station, or city

Expert forage in extreme terrain, subsist in an insular frontier colony, or stowaway on a long-haul freighter

Master forage on a desert moon or abandoned space station

Legendary subsist on a barren asteroid, toxic or irradiated planet, or a city undergoing orbital bombardment

SKILLS

The following entries describe the skills in the game. The heading for each entry provides the skill's name, with that skill's key attribute in parentheses.

A brief description of the skill is followed by a list of actions anyone can use, and then the actions you can perform only if you are trained in that skill. Some actions list sample tasks for each rank to give you a better sense of what you can accomplish as your proficiency increases. As the actions of a skill aren't comprehensive, there may be times when the GM asks you to attempt a skill check without using any of the listed actions, or times when the GM asks you to roll using a different key attribute modifier.

Most skills include entries for success and failure, as well as descriptions of what occurs on a critical success or a critical failure. If either of the critical entries is absent, treat those results as a success or failure, as normal.

ACROBATICS (DEX)

Acrobatics measures your ability to perform tasks requiring coordination and grace. When you use the Escape basic action (page 408), you can use your Acrobatics modifier instead of your unarmed attack modifier. You can also use it for the basic actions Arrest a Fall (page 410) and Grab an Edge (page 411) instead of Reflex.

BALANCE ◆

MOVE

Requirements You are in a square that contains a narrow surface, uneven ground, or another similar feature.

You move across a narrow surface or uneven ground, attempting an Acrobatics check against its Balance DC. You are off-guard while on a narrow surface or uneven ground.

Critical Success You move up to your Speed.

Success You move up to your Speed, treating it as difficult terrain (every 5 feet costs 10 feet of movement).

Failure You must remain stationary to keep your balance (wasting the action) or you fall. If you fall, your turn ends.

Critical Failure You fall and your turn ends.

SAMPLE BALANCE TASKS

Untrained tangled cables, narrow catwalk
Trained steel beam
Expert skyscraper ledge
Master taut cable, smooth sheet of ice
Legendary razor's edge, asteroids falling midair

TUMBLE THROUGH ◆

MOVE

You Stride up to your Speed. During this movement, you can try to move through the space of one enemy. Attempt an Acrobatics check against the enemy's Reflex DC as soon as you try to enter its space. You can Tumble Through using Climb, Fly, Swim, or another action instead of Stride in the appropriate environment.

Success You move through the enemy's space, treating the squares in its space as difficult terrain (every 5 feet costs 10 feet of movement). If you don't have enough Speed to move all the way through its space, you get the same effect as a failure.

Failure Your movement ends, and you trigger reactions as if you had moved out of the square you started in.

ACROBATICS TRAINED ACTIONS

MANEUVER IN FLIGHT ◆

MOVE

Requirements You have a fly Speed.

You try a difficult maneuver while flying. Attempt an Acrobatics check. The GM determines what maneuvers are possible, but they rarely allow you to move farther than your fly Speed.

Success You succeed at the maneuver.

Failure Your maneuver fails. The GM chooses if you simply can't move or if some other detrimental effect happens. The outcome should be appropriate for the maneuver you attempted (for instance, being blown off course if you were trying to fly against a strong wind).

Critical Failure As failure, but the consequence is more dire.

SAMPLE MANEUVER IN FLIGHT TASKS

Trained steep ascent or descent
Expert fly against the wind
Master reverse direction
Legendary fly through gale force winds

SQUEEZE

EXPLORATION MOVE

You contort yourself to squeeze through a space so small you can barely fit through. This action is for exceptionally small spaces; many tight spaces are difficult terrain (page 415) that you can move through more quickly and without a check.

Critical Success You squeeze through the tight space in 1 minute per 10 feet of squeezing.

Success You squeeze through in 1 minute per 5 feet.

Critical Failure You become stuck in the tight space. While you're stuck, you can spend 1 minute attempting another

Acrobatics check at the same DC. Any result on that check other than a critical failure causes you to become unstuck.

SAMPLE SQUEEZE TASKS

Trained space barely fitting your shoulders
Master space barely fitting your head

ARCANA (INT)

Arcana measures how much you know about arcane magic and creatures. Even if you're untrained, you can Recall Knowledge.

- **Recall Knowledge** (page 190) about arcane theories; magical traditions; creatures of arcane significance (like magitech constructs, beasts, and elementals); and the Astral Plane, Elemental Planes, and the Netherworld.

ARCANA TRAINED ACTIONS

You must be trained in Arcana to use it for the following general skill actions.

- **Decipher Writing** (page 186) about arcane theory.
- **Identify Magic** (page 188), particularly arcane magic.
- **Learn a Spell** (page 189) from the arcane tradition.

BORROW AN ARCANE SPELL

CONCENTRATE **EXPLORATION**

If you're an arcane spellcaster who prepares spells, you can attempt to prepare a spell from someone else's arcane spellbook or the like. The GM sets the DC for the check based on the spell's rank and rarity; it's typically a bit easier than Learning the Spell (page 189).

Success You prepare the borrowed spell as part of your normal spell preparation.

Failure You fail to prepare the spell, but the spell slot remains available for you to prepare a different spell. You can't try to borrow this spell again until the next time you prepare spells.

ATHLETICS (STR)

Athletics allows you to perform deeds of physical prowess. Most Athletics actions let you move about the environment (Climb, High Jump, Long Jump, Swim) or control your opponent's movement in combat (Grapple, Reposition, Shove, Trip, and Disarm).

Escape: When you use the Escape basic action (page 408), you can use your Athletics modifier instead of your unarmed attack modifier.

CLIMB ◆◆

MOVE

Requirements You have two hands free.

You attempt an Athletics check to move a maximum distance of 5 feet up, down, or across an incline. You're off-guard while climbing unless you have a climb Speed. The GM determines the DC based on the nature of the incline and environmental circumstances; you might get an automatic critical success on an incline that's trivial to climb. If your land Speed is 40 feet or higher, increase the maximum distance by 5 feet for every 20 feet of Speed above 20 feet.

Critical Success You move along the incline, increasing the maximum distance by 5 feet.

Success You move along the incline.

Critical Failure You fall. If you began the climb on stable ground, you fall and land prone.

SAMPLE CLIMB TASKS

Untrained ladder, steep slope, low-branched tree
Trained cable line, typical tree
Expert wall with small handholds and footholds
Master ceiling with handholds and footholds, rock wall
Legendary smooth surface

FORCE OPEN ◆◆

ATTACK

Using your body, a lever, or some other tool, you attempt to forcefully open a door, window, container, or heavy gate.

FALLING

When you fall more than 5 feet, you take falling damage when you land, which is bludgeoning damage equal to half the distance you fell. If you take any damage from a fall, you're knocked prone when you land. You can Grab an Edge as a reaction (page 411) to reduce or eliminate the damage from some falls. More detailed rules for falling damage appear on page 413.

MULTIPLE ATTACKS WITH ATHLETICS

Several Athletics actions have the attack trait, meaning that using them more than once in the same turn makes them less accurate. Since these actions use your free hand, you use the traits for your fist attack to determine the multiple attack penalty, so your fist's agile trait applies. Therefore, you take a –4 penalty if the action is your second attack of the turn, or a –8 if it's the third.

Some weapon traits allow you to take these actions using a weapon, in which case the penalty might be –5 or –10 if the weapon doesn't have the agile trait. Some characters can get unarmed attacks without the agile trait as well. If it's unclear which penalty to use, the GM makes the call.

With a high enough result, you can even smash through walls. Without a crowbar, prying something open takes a –2 item penalty to the Athletics check to Force Open.

Critical Success You open the door, window, container, or gate and can avoid damaging it in the process.

Success You break the door, window, container, or gate open, and it gains the broken condition. If it's especially sturdy, the GM might have it take damage but not be broken.

Critical Failure Your attempt jams the door, window, container, or gate shut, imposing a –2 circumstance penalty on future attempts to Force it Open.

SAMPLE FORCE OPEN TASKS

Untrained fabric, flimsy glass
Trained ice, sturdy glass
Expert flimsy wooden door or barricade
Master sturdy wooden door or basic plastic, iron gate, metal bar
Legendary airlock or reinforced metal door

GRAPPLE ◆

ATTACK

Requirements You have at least one free hand and your target is no more than one size larger than you.

You attempt to grab a creature or object with your free hand. Attempt an Athletics check against the target's Fortitude DC. You can Grapple a target you already have grabbed or restrained without having a hand free.

Critical Success Your target is restrained until the end of your next turn unless you move or your target Escapes (page 408).

Success Your target is grabbed until the end of your next turn unless you move or your target Escapes.

Failure You fail to grab your target. If you already had the target grabbed or restrained using a Grapple, those conditions on the target end.

Critical Failure If you already had the target grabbed or restrained, it breaks free. Your target can either grab you, as if it succeeded at using the Grapple action against you, or force you to fall and land prone.

HIGH JUMP ◆◆

You Stride, then attempt a DC 30 Athletics check to jump vertically. If you didn't Stride at least 10 feet, you automatically fail. This DC might be increased or decreased due to the situation, as determined by the GM.

Critical Success You Leap up to 8 feet vertically and 10 feet horizontally.

Success You Leap up to 5 feet vertically and 5 feet horizontally.

Failure You Leap normally.

Critical Failure You fall prone in your space.

LONG JUMP ◆◆

You Stride, then attempt a DC 15 Athletics check to make a long jump in the direction you were Striding. If you didn't Stride at least 10 feet, you automatically fail your check. The GM might increase or decrease this DC depending on the situation.

Success You Leap up to a distance equal to your check result rounded down to the nearest 5 feet. You can't jump farther than your land Speed.

Failure You make a normal horizontal Leap.

Critical Failure You make a normal horizontal Leap, then fall and land prone.

REPOSITION ◆

ATTACK

Requirements You either have at least one hand free, or you're grabbing or restraining the target. The target can't be more than one size larger than you.

You muscle a creature or object around. Attempt an Athletics check against the target's Fortitude DC.

Critical Success You move the creature up to 10 feet. It must remain within your reach during this movement, and you can't move it into or through obstacles.

Success You move the target up to 5 feet. It must remain within your reach during this movement, and you can't move it into or through obstacles.

Critical Failure The target can move you up to 5 feet as though it successfully Repositioned you.

SHOVE ◆

ATTACK

Requirements You have at least one hand free. The target can't be more than one size larger than you.

You push a creature away from you. Attempt an Athletics check against your target's Fortitude DC.

Critical Success You push your target up to 10 feet away from you. You can Stride after it, but you must move the same distance and in the same direction.

Success You push your target back 5 feet. You can Stride after it, but you must move the same distance and in the same direction.

Critical Failure You lose your balance, fall, and land prone.

SWIM ◆

MOVE

You attempt an Athletics check to move a maximum distance of 10 feet through water. The GM determines the DC based on the turbulence or danger of the water; in most instances of calm water, you get an automatic critical success. If your land Speed is 40 feet or higher, increase the maximum possible distance by 5 feet for every 20 feet of Speed above 20 feet.

If you end your turn in water and haven't succeeded at a Swim action that turn, you sink 10 feet or get moved by the current, as determined by the GM. This doesn't apply if your last action on your turn was to enter the water.

Critical Success You move through the water, increasing the maximum distance by 5 feet.

Success You move through the water.

Critical Failure You make no progress. If you're holding your breath (page 429), you lose 1 round of air.

TRIP ◆

ATTACK

Requirements You have at least one hand free. Your target can't be more than one size larger than you.

You try to knock a creature to the ground. Attempt an Athletics check against the target's Reflex DC.

Critical Success The target falls, lands prone, and takes 1d6 bludgeoning damage.

Success The target falls and lands prone.

Critical Failure You lose your balance, fall, and land prone.

ATHLETICS TRAINED ACTION

DISARM ◆

ATTACK

Requirements You have at least one hand free. The target can't be more than one size larger than you.

You try to knock an item out of a creature's grasp. Attempt an Athletics check against the target's Reflex DC.

Critical Success You knock the item out of the target's grasp. It falls to the ground in the target's space.

Success You weaken your target's grasp on the item. Further attempts to Disarm the target of that item gain a +2 circumstance bonus, and the target takes a –2 circumstance penalty to attacks with the item or other checks requiring a firm grasp on the item. The creature can end the effect by Interacting to change its grip on the item; otherwise, it lasts as long as the creature holds the item.

Critical Failure You lose your balance and become off-guard until the start of your next turn.

LEAP

The Leap basic action is used for High Jump and Long Jump. A **horizontal** Leap lets you jump up to 10 feet horizontally if your Speed is at least 15 feet, or up to 15 feet horizontally if your Speed is at least 30 feet. You land in the space where your Leap ends (meaning you can typically clear a 5-foot gap if your Speed is between 15 feet and 30 feet, or a 10-foot gap if your Speed is 30 feet or more).

A **vertical** Leap lets you jump up to 3 feet vertically and 5 feet horizontally onto an elevated surface.

ATHLETICS IN LOW GRAVITY

Various Athletics actions function differently in zero gravity. Leap allows you to move in any direction twice the distance you would move if you had Leaped in normal gravity (up to twice your Speed). Shove and Reposition move targets twice their normal Speed and changes the direction they float. Trip causes the target to change the direction they float on a success and become untethered on a critical success. The grabbed condition removes the untethered condition unless all the creatures in a grab are untethered, and the direction the creatures float in a grab usually follows the direction of the grabbing creature.

FORCED MOVEMENT

Reposition and Shove force a creature to move. When an effect forces you to move, or if you start falling, the distance you move is defined by the effect that moved you, not by your Speed. Because you're not acting to move, this doesn't trigger reactions triggered by movement. See page 414 for full details.

COMPUTERS (INT)

Computers is your ability to work with computer systems and some technological equipment. Even if you're untrained in Computers, you can use it for the following general skill actions.

- **Recall Knowledge** (page 190) about digital and virtual equipment, digital hazards, computer programs, and vidgames.

ACCESS INFOSPHERE

CONCENTRATE **EXPLORATION** **SECRET**

Requirements You are using a device with infosphere access.

You attempt to access a local network, known as an infosphere, to come up with information on a topic. This typically takes 10 minutes of research to find information, with results like Recalling Knowledge on a topic. Larger investigations or topics could require several hours, while single-word answers of information common to that settlement's infosphere may only take a minute, based on the GM's discretion. Significant and longer investigations should use the research subsystem (*GM Core*). The GM determines the DC based on the topic you're researching. This can be further influenced by the quality of the local infosphere and what information it might possess on the topic, and how well organized it is.

Critical Success You find the information you were searching for. If this was used on a topic you could have used Recall Knowledge on, you instead find this information in 1 minute.

Success You find the information you were looking for.

Critical Failure You find misleading information thanks to incorrect data or online pranksters. The GM provides you false information on your topic of investigation (or decides to give you no information, as on a failure).

OPERATE DEVICE

CONCENTRATE EXPLORATION

Requirements You are using a computer or similar device.

You perform a basic task using a digital device, such as operating a basic program or playing a vidgame. You might also use this if the device you're using has a physical component, such as 3D-tracking or requiring specific motions to activate features. The GM determines the DC based on the action you're taking.

Critical Success You excel at what you are doing, learning secrets from the program or advanced functionality. If it's a game, then you win it with record timing based on average completion rates.

Success You manage to operate the device in the necessary manner, including getting basic functionality. You gain general information from the program.

Failure You can't understand the program or game and take a –2 circumstance penalty to further attempts to access or play it for the next day.

Critical Failure You fail to access the game or make a mistake that prevents you from accessing the program (such as forgetting a password and locking yourself out of the program) for the next day.

SAMPLE OPERATE DEVICE TASKS

Untrained check mail, play games, turn device off (and on again)

Trained advanced games, organize corporate mailboxes

Expert highly competitive games, organize servers

Master games at a planetary competitive level, manage large databases

Legendary play games at a galactic competitive level, manage interplanetary networks using Drift beacons

COMPUTERS TRAINED ACTIONS

You must be trained in Computers to use it for the following general skill actions.

- **Decipher Writing** (page 186) that's programming.
- **Disable a Device** (page 209) that's computerized.

HACK

EXPLORATION

Requirements You have a hacking toolkit.

You try to access, control, or change an active secured system. In most cases, this attempt is made against a local computer system that you access directly or indirectly through use of a hacking toolkit. Attempt a Computers check to determine if you can access the targeted system. Computers with improved systems might require multiple successes to access.

Critical Success You access the system, or you achieve two successes toward accessing a system requiring more than one success. You leave no trace of your tampering.

Success You access the system, or you achieve one success toward accessing a system that requires more than one success.

Failure You fail to access the system or achieve any success toward accessing a system that requires more than one success. Some computerized systems might have security measures that activate on a failure.

Critical Failure You activate specially ingrained security protocols or completely lock yourself out of the system. Being locked out of a system prevents you from attempting another check to access it for the next hour.

CRAFTING (INT)

You can use this skill to create and repair items. Even if you're untrained, you can Recall Knowledge.

- **Recall Knowledge** (page 190) about the value of items, tech gear, engineering, unusual materials, and tech creatures.

REPAIR

EXPLORATION MANIPULATE

Requirements You are holding or wearing a repair toolkit (page 240).

You spend 10 minutes attempting to fix a damaged item, placing the item on a stable surface and using the repair toolkit with both hands. Roll a Crafting check. The GM sets the DC, but it's usually about the same DC to Repair a given item as it is to Craft it in the first place. You can't Repair a destroyed item.

Critical Success You restore 10 Hit Points to the item, plus an additional 10 Hit Points per proficiency rank you have in Crafting (a total of 20 HP if you're trained, 30 HP if you're an expert, 40 HP if you're a master, or 50 HP if you're legendary).

Success You restore 5 Hit Points to the item, plus an additional 5 per proficiency rank you have in Crafting (for a total of 10 HP if you are trained, 15 HP if you're an expert, 20 HP if you're a master, or 25 HP if you're legendary).

Critical Failure You deal 2d6 damage to the item. Apply the item's Hardness to this damage.

CRAFTING TRAINED ACTIONS

You must be trained in Crafting to use it to Earn Income.

- **Earn Income** (page 186) by crafting goods for the market.

CRAFT

DOWNTIME | MANIPULATE

You can make an item from raw materials. You need the Serum Crafting skill feat to create medicinal items, the Magical Crafting skill feat to create magic items, and the Tech Crafting skill feat to create technological items.

To Craft an item, you must meet the following requirements:

- The item is your level or lower. An item that doesn't list a level is level 0. If the item is 9th level or higher, you must be a master in Crafting, and if it's 17th or higher, you must be legendary.
- The item must be common, or you must otherwise have access to it.
- You have an appropriate set of tools and, in many cases, a workshop. For example, you need access to a machining shop to craft items with small parts made of metal or plastic, or a pharmaceutical lab to manufacture medicine. Many starships and Pact Worlds settlements have UPB printing kiosks you can use for this.
- You must supply raw materials worth at least half the item's Price. You always expend at least that amount of raw materials when you Craft successfully. If you're in a settlement, you can usually spend currency to get the amount of raw materials you need, except in the case of rarer precious materials.

You attempt a Crafting check after you spend 2 days of work setting up, or 1 day if you have the item's formula. The GM determines the DC to Craft the item based on its level, rarity, and other circumstances.

If your attempt to create the item is successful, you expend the raw materials you supplied. You can pay the remaining portion of the item's Price in materials to complete the item immediately, or you can spend additional downtime days working on it. For each additional day you spend, reduce the value of the materials you need to expend to complete the item. This amount is determined using the Income Earned table (page 187), based on your proficiency rank in Crafting and using your own level instead of a task level.

After any of these downtime days, you can complete the item by spending the remaining portion of its Price in materials. If the downtime days you spend are interrupted, you can return to finish the item later, continuing where you left off. An example of Crafting appears in the sidebar below.

Critical Success Your attempt is successful. Each additional day spent Crafting reduces the materials needed to complete the item by an amount based on your level + 1 and your proficiency rank in Crafting.

Success Your attempt is successful. Each additional day spent Crafting reduces the materials needed to complete the item by an amount based on your level and your proficiency rank.

Failure You fail to complete the item. You can salvage the raw materials you supplied for their full value. If you want to try again, you must start over.

Critical Failure You fail to complete the item. You ruin 10% of the raw materials you supplied, but you can salvage the rest. If you want to try again, you must start over.

CONSUMABLES AND AMMUNITION

You can Craft items with the consumable trait in batches, making up to four of the same item at once with a single check. This requires you to include the raw materials for all the items in the batch at the start, and you must complete the batch all at once. You also Craft non-magical ammunition in batches, using the quantity listed in the Ranged Weapons Table (typically 10, page 265).

FORMULAS

A written formula for an item helps you create it with less difficulty. This has two functions. First, it reduces the time needed to start Crafting from 2 days to 1, as you have less preparation to do. Second, you can Craft uncommon and rarer items if you're able to acquire their formulas. See the rules on page 237 for information on formulas.

Crafting Skill Feats

If you want to Craft medicinal, magical, or technological items, you need to select the skill feat for Magical Crafting (page 224), Serum Crafting (page 227), or Tech Crafting (page 229), in addition to being trained.

CRAFTING EXAMPLE

Iseph is a 5th-level operative and an expert in Crafting. They have a Crafting modifier of +13 and the Tech Crafting feat. With 2 weeks of downtime ahead of them, they decide to craft a commercial active camouflage armor upgrade, a 5th-level item, using its formula. The GM secretly chooses a DC of 20.

The item has a Price of 500 credits, so Iseph prepares 250 credits worth of raw materials. They have another 250 credits worth of raw materials on hand. After spending 1 day in their workshop, they roll a 12 on their Crafting check, for a result of 25. That's a success! At this point, Iseph can spend the additional 250 credits worth of materials to complete the item immediately for 500 credits.

However, Iseph has 13 more days on their hands, so they decide to spend additional time to complete the item. Because Iseph is a 5th-level character and an expert at Crafting, they reduce the amount they need to pay by 10 credits for each day spent. After spending 13 days working, they reduce the total cost to complete the item from 500 credits to 370 credits. Iseph spends the remaining portion of its Price in materials, completes the armor upgrade, and goes out on their next mission. (Iseph could have stayed home to keep working on the active camouflage, eventually reducing the item's total Price to just the half they paid up front, but adventuring is far more lucrative!)

ADDITIONAL IMPERSONATION RULES

Using a holoskin (page 240) or shapeshifting abilities may allow you to disguise in less time, but assuming a new disguise can still take 10 minutes to get into character and practice your mannerisms as this new creature, at the GM's discretion.

You can use this skill to pretend to be someone else on the infosphere, but without a hacking toolkit anyone can use the Hack action to uncover your identity without having to compare it to your Computers DC.

If Iseph's Crafting check result were a 30 or higher, they'd have gotten a critical success. In that case, they'd reduce the remaining amount by 20 credits per day (the amount for a 6th-level expert). They'd eliminate the extra cost entirely after 13 days, only spending the 250 credits they supplied up front.

DECEPTION (CHA)

You can trick and mislead others using disguises, lies, and other forms of subterfuge. Deception often has a drawback if you get found out, and it's often best to catch a shuttle offworld by the time this happens.

CREATE A DIVERSION ◆

MENTAL

With a gesture, a trick, or some distracting words, you can create a diversion that draws creatures' attention elsewhere. If you use a gesture or trick, this action gains the manipulate trait. If you use distracting words, it gains the auditory and linguistic traits.

Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're trying to divert. Whether or not you succeed, creatures you attempt to divert gain a +4 circumstance bonus to their Perception DCs against your attempts to Create a Diversion for 1 minute.

Success You become hidden to each creature whose Perception DC is less than or equal to your result. (The hidden condition allows you to Sneak away, as described on page 437.) This lasts until the end of your turn or until you do anything except Step or use the Stealth skill to Hide or Sneak (pages 410 and 207). If you Strike a creature, the creature remains off-guard against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise.

Failure You don't divert the attention of any creatures whose Perception DC exceeds your result, and those creatures are aware you were trying to trick them.

IMPERSONATE

CONCENTRATE **EXPLORATION** **MANIPULATE** **SECRET**

You create a disguise to pass yourself off as someone or something you are not. Assembling a convincing disguise takes 10 minutes and requires a holoskin (page 240) or similar disguise, but a simpler, quicker disguise might do the job if you're not trying to imitate a specific individual, at the GM's discretion.

In most cases, creatures have a chance to detect your deception only if they use the Seek action to attempt Perception checks against your Deception DC. If you attempt to directly interact with someone while disguised, the GM rolls a secret Deception check for you against that creature's Perception DC instead.

If you're disguised as a specific individual, the GM might give creatures you interact with a circumstance bonus based on how well they know the person you're imitating, or the GM might roll a secret Deception check even if you aren't directly interacting with others.

Success You trick the creature into thinking you're the person you're disguised as. You might have to attempt a new check if your behavior changes.

Failure The creature can tell you're not who you claim to be.

Critical Failure The creature can tell you're not who you claim to be, and it recognizes you if it would know you without a disguise.

LIE

AUDITORY **CONCENTRATE** **LINGUISTIC** **MENTAL** **SECRET**

You try to fool someone with an untruth. Doing so takes at least 1 round, or longer if the lie is elaborate. You roll a single Deception check and compare it against the Perception DC of every creature you are trying to fool. The GM might give them a circumstance bonus based on the situation and the nature of the lie you are trying to tell. Elaborate or highly unbelievable lies are much harder to get a creature to believe than simpler and more believable lies, and some lies are so big that it's impossible to get anyone to believe them.

At the GM's discretion, if a creature initially believes your lie, it might attempt a Perception check later to Sense Motive against your Deception DC to realize it's a lie. This usually happens if the creature discovers enough evidence to counter your statements.

Success The target believes your lie.

Failure The target doesn't believe your lie and gains a +4 circumstance bonus against your attempts to Lie for the duration of your conversation. The target is also more likely to be suspicious of you in the future.

DECEPTION TRAINED ACTION

FEINT ◆

MENTAL

Requirements You are within melee reach of the target you attempt to Feint.

With a misleading flourish, you leave an opponent unprepared for your real attack. Attempt a Deception check against your target's Perception DC.

Critical Success You throw your enemy's defenses against you entirely off. The target is off-guard against melee attacks that you attempt against it until the end of your next turn.

CHANGING ATTITUDES

Your influence on NPCs is measured with a set of attitudes that reflect how they view your character. These are only a brief summary of a creature's disposition. The GM will supply additional nuance based on the history and beliefs of the characters you're interacting with, and their attitudes can change in accordance with the story. The attitudes are detailed in the Conditions Appendix and are summarized here.

- **Helpful:** Willing to help you and responds favorably to your requests.
- **Friendly:** Has a good attitude toward you, but won't necessarily stick their neck out to help you.
- **Indifferent:** Doesn't care about you either way. (Most NPCs start out indifferent.)
- **Unfriendly:** Dislikes you and doesn't want to help you.
- **Hostile:** Actively works against you—and might attack you just because of their dislike.

No one can ever change the attitude of a player character with these skills. You can roleplay interactions with player characters, and even use Diplomacy results if the player wants a mechanical sense of how convincing or charming a character is, but players make the ultimate decisions about how their characters respond.

INFOSPHERE REPUTATION

Your influence on an infosphere is measured using the same attitudes as NPCs your character knows offline (*GM Core*). However, your character's activities and other people's attitudes toward your character on a public infosphere are easier to find and can result in characters having a different initial attitude based on your online activities.

Using an alias can fool those who lack the skill or interest in figuring out your identity, often requiring a character to Hack or Gather Information against your Computers DC to figure out your identity and find your content. This can also result in people harboring different attitudes toward your character and their online persona. If someone discovers you are responsible for creating unpleasant content or using a repugnant persona online, their attitude toward you might worsen even if you were previously friendly with them.

Success Your foe is fooled, but only momentarily. The target is off-guard against the next melee attack that you attempt against it before the end of your current turn.

Critical Failure Your feint backfires. You are off-guard against melee attacks the target attempts against you until the end of your next turn.

DIPLOMACY (CHA)

You influence others through negotiation and flattery, or find out information through friendly chats.

GATHER INFORMATION

EXPLORATION | SECRET

You canvass local markets, taverns, and gathering places in an attempt to learn about a specific individual or topic. The GM determines the DC of the check and the amount of time it takes (typically 2 hours, but sometimes more), along with any benefit you might be able to gain by spending credits on bribes, drinks, or gifts.

Success You collect information about the individual or topic. The GM determines the specifics.

Critical Failure You collect incorrect information about the individual or topic.

SAMPLE GATHER INFORMATION TASKS

Untrained talk of the town
Trained common rumor
Expert obscure rumor, poorly guarded secret
Master well-guarded or esoteric information
Legendary information known only to an incredibly select few, or only to extraordinary beings

MAKE AN IMPRESSION

AUDITORY | CONCENTRATE | EXPLORATION | LINGUISTIC | MENTAL

With at least 1 minute of conversation, during which you engage in charismatic overtures, flattery, and other acts of goodwill, you seek to make a good impression on someone to make them temporarily agreeable. At the end of the conversation, attempt a Diplomacy check against the Will DC of one target. You can instead choose up to five targets if you take a –2 penalty. The GM might add other bonuses or penalties based on the situation. Any impression you make lasts for only the current social interaction unless the GM decides otherwise. See the Changing Attitudes sidebar for a summary of the attitude conditions.

Critical Success The target's attitude toward you improves by two steps.

Success The target's attitude toward you improves by one step.

Critical Failure The target's attitude toward you decreases by one step.

REQUEST ◆

AUDITORY | CONCENTRATE | LINGUISTIC | MENTAL

You can make a request of a creature that's friendly or helpful to you. You must couch the request in terms that the target would accept given their current attitude toward you. The

INFOSPHERE ANONYMITY

Checks using Deception, Diplomacy, and Intimidation are more difficult when posting anonymously on an infosphere. In most cases, treat all checks made using these skills on an infosphere as one degree of success worse, depending on the circumstances of the check and the likelihood of someone taking your messages seriously. This is especially true on attempts to Lie, Make an Impression, and Coerce. Treat success normally if you have real or falsified credentials, such as posting from an official account or presenting evidence of your claims.

GM sets the DC based on the difficulty of the request. Some requests are unsavory or impossible, and even a helpful NPC would never agree to them.

Critical Success The target agrees to your request without qualifications.

Success The target agrees to your request, but they might demand added provisions or alterations to the request.

Failure The target refuses the request, though they might propose an alternative that is less extreme.

Critical Failure Not only does the target refuse the request, but their attitude toward you decreases by one step due to the temerity of the request.

INTIMIDATION (CHA)

You bend others to your will using threats. Unlike Deception or Diplomacy, Intimidation is typically a blunt instrument with little room for nuance or care.

COERCE

AUDITORY | CONCENTRATE | EMOTION | EXPLORATION | LINGUISTIC | MENTAL

With threats either veiled or overt, you attempt to bully a creature into doing what you want. You must spend at least 1 minute of conversation with the creature. At the end of the conversation, attempt an Intimidation check against the target's Will DC, modified by any circumstances the GM determines. (The attitudes referenced in the effects below are summarized in the Changing Attitudes sidebar on page 199 and described in full in the Conditions Appendix, starting on page 435.)

Critical Success The target gives you the information you seek or agrees to follow your directives so long as they aren't likely to harm the target in any way. The target continues to comply for an amount of time determined by the GM but not exceeding 1 day, at which point the target becomes unfriendly (if it wasn't already unfriendly or hostile). However, the target is too scared of you to retaliate—at least in the short term.

Success As critical success, but once the target becomes unfriendly, they might decide to act against you—for example, by reporting you to the authorities or assisting your enemies.

Failure The target doesn't do what you say, and if they were not already unfriendly or hostile, they become unfriendly.

Critical Failure The target refuses to comply, becomes hostile if they weren't already, and is temporarily immune to your Coercion for at least 1 week.

DEMORALIZE ◆

AUDITORY | CONCENTRATE | EMOTION | FEAR | MENTAL

With a sudden shout, a well-timed taunt, or a cutting put-down, you can shake an enemy's resolve. Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against that target's Will DC. If the target doesn't understand the language you are speaking, or you're not speaking a language, you take a –4 circumstance penalty to the check. Regardless of your result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

Critical Success The target becomes frightened 2.

Success The target becomes frightened 1.

LORE (INT)

You have specialized information on a narrow topic. Lore features many subcategories. You might have Corporate Lore, Piracy Lore, Necrovite Lore, or any similar subcategory of the skill. Each subcategory counts as its own skill, so applying a skill increase to Apostae Lore wouldn't increase your proficiency with Corporate Lore, for example.

Most backgrounds make you trained in a specific subcategory of the Lore skill. The GM determines what other subcategories they'll allow as Lore skills, though these categories are always less broad than any of the other skills that allow you to Recall Knowledge, and they should never be able to take the place of another skill's Recall Knowledge action. For instance, you couldn't choose Magic Lore to recall the breadth of knowledge about magic covered by Arcana, Nature, Occultism, and Religion, or choose Adventuring Lore to give you all the information an adventurer needs, or choose Planar Lore to gain all the information spread across various skills and subcategories such as Heaven Lore.

If you're making a check and multiple subcategories of Lore could apply, or a non-Lore skill could apply, you can use whichever skill you prefer. If there's any doubt whether a Lore skill applies to a specific topic or action, the GM decides whether it can be used or not.

Even if you're untrained in Lore, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 190) about the subject of the Lore skill's subcategory.

LORE TRAINED ACTION

You must be trained in Lore to use it to Earn Income.

- **Earn Income** (page 186) by using your knowledge to practice a trade.

MEDICINE (WIS)

You can patch up wounds and help people recover from diseases and poisons. Treat Wounds is especially useful, allowing your adventuring party to heal up between fights. It can be made more efficient with skill feats like Continual Recovery (page 218) and Ward Medic (page 231).

Even if you're untrained in Medicine, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 190) about diseases, poisons, wounds, and forensics. You can use this to perform forensic examinations if you spend 10 minutes (or more, as determined by the GM) checking for evidence such as wound patterns. This is most useful when determining how a body was injured or killed.

ADMINISTER FIRST AID ◆◆

MANIPULATE

Requirements You're wearing or holding a medkit (page 240).

You perform first aid on an adjacent creature that is dying or bleeding. If a creature is both dying and bleeding, choose which ailment you're trying to treat before you roll. You can Administer First Aid again to attempt to remedy the other effect.

- **Stabilize** Attempt a Medicine check on a creature that has 0 Hit Points and the dying condition. The DC is equal to 5 + that creature's recovery roll DC (typically 15 + its dying value).
- **Stop Bleeding** Attempt a Medicine check on a creature that is taking persistent bleed damage (page 438). The DC is usually the DC of the effect that caused the bleed.

Success If you're trying to stabilize, the target loses the dying condition (but remains unconscious). If you're trying to stop bleeding, the target benefits from an assisted recovery (page 438) with the lowered DC for particularly appropriate help.

Critical Failure If you were trying to stabilize, the target's dying value increases by 1. If you were trying to stop bleeding, the target immediately takes an amount of damage equal to its persistent bleed damage.

MEDICINE TRAINED ACTIONS

TREAT DISEASE

DOWNTIME | MANIPULATE

Requirements You're wearing or holding a medkit (page 240).

You spend at least 8 hours caring for a diseased creature. Attempt a Medicine check against the disease's DC. After you attempt to Treat a Disease for a creature, you can't try again until after that creature's next save against the disease.

Critical Success You grant the creature a +4 circumstance bonus to its next saving throw against the disease.

Success You grant the creature a +2 circumstance bonus to its next saving throw against the disease.

Critical Failure Your efforts cause the creature to take a –2 circumstance penalty to its next save against the disease.

COMMON STARFINDER LORE SUBCATEGORIES

You can learn any Lore skill your GM gives you permission to take. The following list covers a wide variety of common Lore topics appropriate for most campaigns. Backgrounds often grant you a Lore skill from this list.

- Alcohol Lore
- Art Lore
- Augmentation Lore
- Chemistry Lore
- Cooking Lore
- Corporate Lore
- Fashion Lore
- Gambling Lore
- Gap Lore
- Infosphere Lore
- Junker Lore
- Labor Lore
- Laboratory Lore
- Legal Lore
- Life Science Lore
- Market Lore
- Media Lore
- Mining Lore
- Music Lore
- Paranormal Lore
- Physical Science Lore
- Piracy Lore
- Psychology Lore
- Sports Lore
- Underworld Lore
- Vidgame Lore
- Technology Lore
- Travel Lore
- Warfare Lore
- Lore about a specific deity (Abadar Lore, Zon-Shelyn Lore, etc.)
- Lore about a specific creature or narrow category of creatures (Giant Lore, Robot Lore, Vampire Lore, etc.)
- Lore about a specific planet (Akiton Lore, Triaxus Lore, etc.)
- Lore about a specific plane other than the Universe, or the plane in which the game is set if not the Universe (Akashic Lore, Astral Plane Lore, Heaven Lore, Outer Rifts Lore, etc.)
- Lore about a specific public organization (Hellknights Lore, Starfinder Society Lore)
- Lore about a specific settlement (Absalom Station Lore, Ghost Levels Lore, Cuvacara Lore, etc.)

COMMANDED ANIMALS

Issuing commands to an animal doesn't always go smoothly. An animal is an independent creature with limited intelligence. Most animals understand only the simplest instructions, so you might be able to instruct an animal to move to a certain square but not dictate a specific path to get there, or command it to attack a certain creature but not to make its attack nonlethal. The GM decides the specifics of the action the animal uses.

The animal does what you commanded as soon as it can, usually as its first action on its next turn. If you successfully commanded it multiple times, it does what you said in order. It forgets all commands beyond what it can accomplish on its turn. If multiple people command the same animal, the GM determines how the animal reacts. The GM might also make the DC higher if someone has already tried to Command the Animal that round.

If you have a pet, animal companion, familiar, or similar minion, you can command it much more effectively.

TREAT POISON ◆

MANIPULATE

Requirements You're wearing or holding a medkit (page 240).

You treat a patient to prevent the spread of poison. Attempt a Medicine check against the poison's DC. After you attempt to Treat a Poison for a creature, you can't try again until after the next time that creature attempts a save against the poison.

Critical Success You grant the creature a +4 circumstance bonus to its next saving throw against the poison.

Success You grant the creature a +2 circumstance bonus to its next saving throw against the poison.

Critical Failure Your efforts cause the creature to take a –2 circumstance penalty to its next save against the poison.

TREAT WOUNDS

EXPLORATION | HEALING | MANIPULATE

Requirements You're wearing or holding a medkit (page 240).

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat it for a total of 1 hour, double the Hit Points it regains from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points and loses the wounded condition.

Success The target regains 2d8 Hit Points, and loses the wounded condition.

Critical Failure The target takes 1d8 damage.

NATURE (WIS)

You know about the natural world, and you command and train animals and magical beasts. Even if you're untrained in Nature, you can use it to Recall Knowledge.

- **Recall Knowledge** about fauna, flora, geography, weather, the environment, natural creatures (like animals, beasts, fey, and plants), the Universe, the First World, and the Elemental Planes.

COMMAND AN ANIMAL ◆

AUDITORY | CONCENTRATE

You issue an order to an animal. Attempt a Nature check against the animal's Will DC. The GM might adjust the DC if the animal has a good attitude toward you, you suggest a course of action it was predisposed toward, or you offer it a treat.

You automatically fail if the animal is hostile or unfriendly to you. If the animal is helpful to you, increase your degree of success by one step. You might be able to Command an Animal more easily with a feat like Ride (page 227).

Most animals know the Drop Prone, Leap, Seek, Stand, Stride, and Strike basic actions. If an animal knows an activity, such as a sqoux's Go for the Eyes, you can Command the Animal to perform the activity, but you must spend as many actions on Command an Animal as the activity's number of actions. You can also spend multiple actions to Command the Animal to perform that number of basic actions on its next turn; for instance, you could spend 3 actions to Command an Animal to Stride three times or to Stride twice and then make a Strike.

Success The animal does as you command on its next turn.

Failure The animal is hesitant or resistant, and it does nothing.

Critical Failure The animal misbehaves or misunderstands, and it takes some other action determined by the GM.

NATURE TRAINED ACTIONS

You must be trained in Nature to use it for the following general skill actions.

- **Identify Magic** (page 188), particularly magic of the primal tradition.
- **Learn a Spell** (page 189) from the primal tradition.

OCCULTISM (INT)

You know a great deal about ancient philosophies, esoteric lore, obscure mysticism, and supernatural creatures. Even if you're untrained in Occultism, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 190) about eldritch mysteries, esoteric cults, creatures of occult significance (like aberrations and spirits), the Ghost Levels and other anomalous locations, and esoteric planes like the Astral Plane, Creation's Forge, the Ethereal Plane, the Netherworld, and the Void.

OCCULTISM TRAINED ACTIONS

You must be trained in Occultism to use it for the following general skill actions.

- **Decipher Writing** (page 186) on occult topics, including complex metaphysical systems, syncretic principles, obscure philosophies, and incoherent ramblings.
- **Identify Magic** (page 188), particularly magic of the occult tradition.
- **Learn a Spell** (page 189) from the occult tradition.

PERFORMANCE (CHA)

You are skilled at a form of performance, using your talents to impress a crowd or make a living.

Even if you're untrained in Performance, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 190) about impressive performances, specific songs or media pieces, music groups, media personalities, and creatures who use song or dance abilities (such as magic songs or dances).

BASIC COMPETENCE

Some performances require you to be more than just charismatic, and if you don't meet the demands of the art form or the audience, the GM might apply a penalty based on the relevant attribute. For example, if you're dancing and have a negative Dexterity modifier, you might take a penalty. Likewise, if you are orating and have a negative Intelligence modifier, you might have to hope your raw Charisma can overcome the penalties from your intellectual shortcomings—or ask someone to help write your speeches!

PERFORMANCE TRAITS

When you use an action that utilizes the Performance skill, it gains one or more traits relevant to the type of performance. The GM might change these depending on the circumstances, but the most common traits are listed on page 204.

If you want to be particularly skilled with one type of performance, you can select the Virtuosic Performer skill feat (page 230). That feat breaks down some of the performance listed above into specific instrument types, and your GM might allow you to add your own type.

ONLINE PRESENCE

Performing online can attract the attention of entire civilizations across an infosphere, propelling your character to untold heights of stardom. However, infosphere users can develop dramatically different opinions of a performer, and once you post a performance, your career can change or sour in a day without you spending a downtime activity to monitor it.

Performance	Additional Traits
Act or perform comedy	Auditory, linguistic, and visual
Dance	Move and visual
Play an instrument	Auditory and manipulate
Orate or sing	Auditory and linguistic

PERFORM ◆

CONCENTRATE

When making a brief performance—one song, a quick dance, or a few jokes—you use the Perform action. This action is most useful when you want to prove your capability or impress someone quickly. Performing rarely has an impact on its own, but it might influence the DCs of subsequent Diplomacy checks against the observers, or even change their attitudes if the GM sees fit.

Critical Success Your performance impresses the observers, and they're likely to share stories of your ability.

Success You prove yourself, and observers appreciate the quality of your performance.

Failure Your performance falls flat.

Critical Failure You demonstrate only incompetence.

SAMPLE PERFORM TASKS

Untrained casual audience
Trained audience of corporate professionals
Expert audience of wealthy influencers
Master audience of discerning industry pros
Legendary audience of planetary leaders

PERFORMANCE TRAINED ACTION

You must be trained in Performance to use it to Earn Income.

- **Earn Income** (page 186) by staging a performance.

PILOTING (DEX)

Piloting represents your ability to command mechs, drive vehicles, pilot starships, and navigate. This also represents your basic knowledge related to identifying notable models or parts belonging to most piloted (and some semi-autonomous) vehicles. Even if you're untrained, you can Recall Knowledge.

- **Recall Knowledge** (page 190) about models of mechs, vehicles or starships; areas of piloting significance (like notable black holes or interstellar phenomena); and specific equipment or parts that might be installed on a mech, vehicle, or starship.

PILOTING TRAINED ACTIONS

DRIVE ◆ TO ◆◆◆

MOVE

Requirements You are piloting a vehicle.

You pilot your vehicle to move. Decide how many actions you intend to spend before you begin Driving. The effects depend on the number of actions you spend. You can't Drive through spaces occupied by creatures, even if they are allies.

◆ Attempt a Piloting check. On a success, the vehicle moves up to its Speed and can turn normally. On a failure, the vehicle moves its Speed in a straight line. On a critical failure, the vehicle moves its Speed in a straight line and becomes uncontrolled.

◆◆ (reckless) The vehicle moves up to twice its Speed in a straight line at the vehicle's current heading.

◆◆◆ (reckless) You take a –5 penalty on your Piloting check to maintain control of the vehicle. The vehicle moves up to three times its Speed in a straight line at the vehicle's current heading.

NAVIGATE

EXPLORATION SECRET

You plan a short journey. While this is most often used when traveling with a mech, vehicle, or starship, the same skill can be used to determine the optimal route to take while traveling on foot. This lets you plan a general heading on a planetoid or guide your starship on an in-system voyage. If you're navigating a short journey, you typically attempt a Piloting check only once per day, but some environments or changes might necessitate rolling more often. The GM determines the DC and how long this activity takes (usually just a minute or so). More unusual locales or those you're unfamiliar with might require you to have a minimum proficiency rank to Navigate.

Critical Success You get an excellent sense of where you are. If you are in an environment with cardinal directions, you know them exactly.

Success You gain enough orientation to avoid becoming hopelessly lost. If you are in an environment with cardinal directions, you have a sense of those directions.

PLOT COURSE

EXPLORATION SECRET

You prepare for a longer journey into the stars, likely making use of your starship's Drift Engine (or similar FTL device). Attempt a Piloting check to determine if you can chart a suitable path to your ultimate destination. The GM determines how long this activity takes and the DC (*GM Core*).

Critical Success You manage to reach your destination in half the expected time (minimum 1 day).

Success You create a usable navigational plan that gets you to your intended destination on time.

Failure Your plan has several problems, and you end up reaching your destination late.

Critical Failure You arrive in an unfamiliar star system, requiring you to plot a new course to your destination (likely at an increased DC due to the unfamiliar starting point).

RUN OVER ◆◆◆

MOVE | RECKLESS

Requirements You are piloting a vehicle.

You try to run over creatures or ram another vehicle with your vehicle. If you maintain control of your vehicle, it moves up to twice its Speed in a straight line at the vehicle's current heading. You attempt to run over any creatures in your path two sizes smaller than the vehicle or smaller, and you can attempt to ram one target creature or object in your path one size smaller than the vehicle or larger.

Each creature in your path, including a rammed target, takes the vehicle's collision damage (basic Reflex save at vehicle's collision DC). If the rammed target is a vehicle, its pilot can attempt a piloting check in place of this Reflex save, with the same results. If the target of your ram takes damage, you and your vehicle each take collision damage (no save) and your movement ends.

STOP ◆

MANIPULATE

Requirements You are piloting a vehicle in motion.

You bring the vehicle to a stop.

STUNT ◆

MANIPULATE | MOVE | RECKLESS

You perform a stunt while Driving your vehicle, temporarily improving its effective capabilities at the risk of losing control. Drive your vehicle and choose a stunt. All Piloting checks attempted as part of your Stunt receive the listed penalty, including Piloting checks made to take a reckless action. If the Drive action and Stunt are both reckless, you must attempt the Piloting check to keep control of the vehicle twice.

Stunt	Penalty	Benefit
Back Off	–1	Move half Speed backwards.
Evade	–1	Move half Speed to gain a +1 status bonus to AC.
Flip and Burn	–1	Move half Speed, then turn any direction.
Barrel Roll	–2	Move half Speed to gain a +2 status bonus to AC.
Flyby	–2	Move half Speed through an enemy square.
Drift	–2	Move half Speed sideways without turning.
Turn in Place	–2	Turn, then move full Speed.

TAKE CONTROL ◆

MANIPULATE

Requirements You are aboard a vehicle and adjacent to its controls.

You take control of a vehicle. Attempt a Piloting check; on a success, you become the vehicle's pilot, or regain control of the vehicle if it was uncontrolled. Some vehicles have

RECKLESS PILOTING

Actions that have the reckless trait push the pilot and the vehicle beyond the normal parameters for safe operation, and the pilot risks losing control of the vehicle. When performing a reckless action, the pilot must first attempt an appropriate Piloting check to keep control of the vehicle, with the following effects. Resolve this Piloting check before resolving the action itself.

Success The action occurs as described.

Failure The vehicle moves its Speed in a straight line along its most recent heading, drifting up to 45 degrees at the GM's discretion, and becomes uncontrolled.

UNCONTROLLED VEHICLES

Some situations can cause a pilot to lose control of their vehicle. Most commonly, this is due to a failed Piloting check for a reckless action, but it can also occur if a round passes without a pilot using a move action to control the vehicle or Stopping the vehicle. A vehicle can also become uncontrolled if the pilot becomes unable to act during a move action to control the vehicle. An uncontrolled vehicle continues to move each round at its most recent pilot's initiative position. The distance it moves each round is 10 feet less than on the previous round, always in a straight line at its current heading until it crashes or it comes to a stop.

At your discretion, it could slow down more if it's on uneven terrain, difficult terrain, on an upward slope, or facing other adverse conditions; alternatively, it could stay at the same speed or even accelerate if it's on a downward slope or other advantageous condition. An uncontrolled vehicle in motion interacts with obstacles, other vehicles, and creatures using the effects of the Run Over action, except that the distance it moves is dictated by the factors above instead of the Speed specified in that action.

complicated controls that cause this action to become a multi-action activity, and most vehicles take at least 3 actions to start if they aren't activated.

RELIGION (WIS)

The secrets of deities, dogma, faith, and the realms of divine creatures both sublime and sinister are open to you. You also understand how magic works, though your training imparts a religious slant to that knowledge. Even if you're untrained in Religion, you can use it to Recall Knowledge.

- **Recall Knowledge** (page 190) about gods, their edicts and anathema, divine agents, theology, myths, creatures of religious significance (like celestials, fiends, and undead), Creation's Forge, the Void, and the Outer Spheres.

RELIGION TRAINED ACTIONS

You must be trained in Religion to use it for the following general skill actions.

- **Decipher Writing** (page 186) of a religious nature, including allegories, homilies, and proverbs.
- **Identify Magic** (page 188), particularly magic of the divine tradition.
- **Learn a Spell** (page 189) from the divine tradition.

SOCIETY (INT)

You understand the people and systems that make organized society run, and you know the historical events that make societies what they are today. Further, you can use that knowledge to navigate the complex physical, societal, and economic workings of planets and settlements. Even if you're untrained in Society, you can use it for the following general skill actions.

- **Recall Knowledge** (page 190) about celebrities, history, laws, social structures, and cultural nuances of an organized society.
- **Subsist** (page 191) in a settlement by finding shelter, scrounging, or begging for food.

SOCIETY TRAINED ACTIONS

You must be trained in Society to use it to Decipher Writing.

- **Decipher Writing** (page 186) that's a coded message, text written in an incomplete or archaic form, or in some cases, text in a language you don't know.

CREATE FORGERY

DOWNTIME | SECRET

Requirements You provide the proper writing materials for your forgery.

You create a forged document, usually over the course of a day or a week. The GM rolls a secret DC 20 Society check. If you need to forge a specific person's writing, you need a sample of that person's writing. Otherwise, you need only to have seen a similar document, and you gain up to a +4 circumstance bonus to the check (the GM determines the bonus).

Success The forgery is of good enough quality that passive observers can't notice the fake (but see Examining Forgeries).

Failure The forgery has some obvious signs of being a fake, potentially allowing passive observers to detect it. Each time a passive observer sees the document, the GM compares your check result to the observer's Perception DC or Society DC, whichever is higher. If your result doesn't exceed a passive observer's DC, that observer knows the document is a forgery.

STEALTH (DEX)

You are skilled at avoiding detection, allowing you to slip past foes, hide, or conceal an item.

CONCEAL AN OBJECT ◆

MANIPULATE **SECRET**

You hide a small object on your person (such as a weapon of light Bulk). When you try to sneak a concealed object past someone who might notice it, the GM rolls your Stealth check and compares it to this passive observer's Perception DC. Once the GM rolls your check for a concealed object, that same result is used no matter how many passive observers you try to sneak it past. If a creature is specifically searching you for an item, it can attempt a Perception check against your Stealth DC (finding the object on success).

You can also conceal an object somewhere other than your person, such as in a garbage bin or inside a secret compartment behind a computer console. In this case, characters Seeking in an area compare their Perception check results to your Stealth DC to determine whether they find the object.

Success The object remains undetected.

Failure The searcher finds the object.

HIDE ◆

SECRET

You huddle behind cover or greater cover or deeper into concealment to become hidden, rather than observed. The GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you're observed by but that you have cover or greater cover against or are concealed from. You get a +2 circumstance bonus to your check if you have standard cover (or +4 from greater cover).

Success If the creature could see you, you are now hidden from it instead of observed. If you were hidden from or undetected by the creature, you retain that condition.

If you successfully become hidden to a creature but then cease to have cover or greater cover against it or be concealed from it, you become observed again. You cease being hidden if you do anything except Hide, Sneak, or Step. If you attempt to Strike a creature, the creature remains off-guard against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise. The GM might allow you to perform a particularly unobtrusive action without being noticed, possibly requiring another Stealth check.

If a creature uses Seek to make you observed by it, you must successfully Hide to become hidden from it again.

SNEAK ◆

MOVE **SECRET**

You attempt to move to another place while becoming or staying undetected. Stride up to half your Speed. (You can use Sneak while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type; you must move at half that Speed.)

At the end of your movement, the GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you were hidden from or undetected by at the start of your movement. If you have cover or greater cover from the creature throughout your Stride, you gain the +2 circumstance bonus from cover (or +4 from greater cover) to your Stealth check. Because you're moving, the bonus increase from Taking Cover doesn't apply. You don't get to roll against a creature if, at the end of your movement, you neither are concealed from it nor have cover or greater cover against it. You automatically become observed by such a creature.

Success You're undetected by the creature during your movement and remain undetected by the creature at the end of it.

You become observed as soon as you do anything other than Hide, Sneak, or Step. If you attempt to Strike a creature, the creature remains off-guard against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise. The GM might allow you to perform a particularly unobtrusive action without being noticed, possibly requiring another Stealth check. If you speak or make a deliberate loud noise, you become hidden instead of undetected.

If a creature uses Seek and you become hidden to it as a result, you must Sneak if you want to become undetected by that creature again.

Failure A telltale sound or other sign gives your position away, though you still remain unseen. You're hidden from the creature throughout your movement and remain so.

Critical Failure Whether through a misstep or simple bad luck, you've been spotted! You're observed by the creature throughout your movement and remain so. If you're invisible and were hidden from the creature, instead of being observed you're hidden throughout your movement and remain so.

EXAMINING FORGERIES

A creature on the lookout for forgeries, even one who was fooled on a passive glance, can take time to closely examine a document to see if it's a forgery. They apply different techniques and analysis methods to look beyond the surface elements and attempt a secret Perception or Society check against the forger's Society DC; any bonus you had to create the forgery initially applies to this DC. On a success, the examiner knows the document is a forgery. On a failure, they think the document is genuine and can't try again unless they get a new reason to be suspicious of the document. If a PC examines a genuine document, the GM might still pretend to roll a secret check before revealing the document is genuine.

BEING STEALTHY

If you want to sneak around when there are creatures that can see you, use a combination of Hide and Sneak.

- First, **Hide** behind something (either by taking advantage of cover or having the concealed condition due to fog, a spell, or a similar effect). A successful Stealth check makes you hidden, though the creatures still know roughly where you are.
- Second, now that you're hidden, you can **Sneak**. That means you can move at half your Speed and attempt another Stealth check. If it's successful, you're now undetected. That means the creatures don't know which square you're in anymore.

If you were approaching creatures that didn't know you were there, you could Sneak right away, since they didn't know your location to start with. Some actions can cause you to become observed again, but they're mostly what you'd expect, such as standing out in the open, attacking someone, or making a bunch of noise. Unobtrusive actions, such as Recalling Knowledge or reloading, allow you to remain hidden or undetected. If you Strike someone after successfully Hiding or Sneaking, though, they're off-guard to that Strike.

Creatures can try to find you using the Seek action, described on page 409.

Three conditions explain the states of detection. Remember that these conditions are relative to each creature—you can be observed by one creature while hidden to another and undetected by a third.

Observed (page 438)

You're in the creature's clear view.

Hidden (page 437)

The creature knows your location but can't see you.

Undetected (page 441)

The creature doesn't know your location.

UNOBSERVABLE STEALTH

In some cases, it can be impossible for a creature to fully observe you. Typically this happens if you're invisible, the observer is blinded, or you're in darkness and the creature can't see in darkness. In such cases, any critical failure you roll on a check to Sneak is a failure instead. You also continue to be undetected if you lose cover or greater cover against or are no longer concealed from such a creature.

SURVIVAL (WIS)

You are adept at living in the wilderness, foraging for food and building shelter, and with training you discover the secrets of tracking and hiding your trail. Even if you're untrained, you can still use Survival to Subsist.

- **Subsist** (page 191) in the wild by foraging for food and building shelter.

SENSE DIRECTION

EXPLORATION | SECRET

Using the position of astronomical objects in the sky, traits of the geography or flora, or the behavior of fauna, you can stay oriented in the wild. Typically, you attempt a Survival check only once per day, but some environments or changes might necessitate rolling more often. The GM determines the DC and how long this activity takes (usually just a minute or so). More unusual locales or those you're unfamiliar with might require you to have a minimum proficiency rank to Sense Direction. Without a comm unit, you take a –2 item penalty to checks to Sense Direction.

Critical Success You get an excellent sense of where you are. If you are in an environment with cardinal directions, you know them exactly.

Success You gain enough orientation to avoid becoming hopelessly lost. If you are in an environment with cardinal directions, you have a sense of those directions.

SENSE DIRECTION TASKS

Untrained	determine a cardinal direction
Trained	find an overgrown path in a forest
Expert	navigate a simple maze
Master	navigate a relatively featureless moon
Legendary	navigate an ever-changing occult realm

SURVIVAL TRAINED ACTIONS

COVER TRACKS

CONCENTRATE | EXPLORATION | MOVE

You cover your tracks, moving up to half your travel Speed, using the rules on page 430. You don't need to attempt a Survival check to cover your tracks, but anyone tracking you must succeed at a Survival check against your Survival DC if it is higher than the normal DC to Track.

In some cases, you might Cover Tracks in an encounter. In this case, Cover Tracks is a single action and doesn't have the exploration trait.

TRACK

CONCENTRATE | EXPLORATION | MOVE

You follow tracks, moving at up to half your travel Speed, using the rules on page 430. After a successful check to Track, you can continue following the tracks at half your Speed without attempting additional checks for up to 1 hour.

In some cases, you might Track in an encounter. In this case, Track is a single action and doesn't have the exploration trait, but you might need to roll more often because you're in a tense situation. The GM determines how often you must attempt this check.

You attempt your Survival check when you start Tracking, once every hour you continue tracking, and any time something significant changes in the trail. The GM determines the DCs for such checks, depending on the freshness of the trail, the weather, and the type of ground.

Success You find the trail or continue to follow the one you're already following.

Failure You lose the trail but can try again after a 1-hour delay.

Critical Failure You lose the trail and can't try again for 24 hours.

THIEVERY (DEX)

You are trained in a particular set of skills favored by thieves and scoundrels.

PALM AN OBJECT ◆

MANIPULATE

You pick up a small, unattended object and try not to be noticed. Roll a single Thievery check against the Perception DCs of all creatures who are currently observing you. You can typically only Palm Objects of negligible Bulk, though the GM might determine otherwise depending on the situation.

Success The creature doesn't notice you Palming the Object.

Failure The creature notices you Palming the Object.

STEAL ◆

MANIPULATE

You try to take a small object from another creature without being noticed. Typically, you can Steal only an object of negligible Bulk, you must have a free hand, and you automatically fail if the creature who has the object is in combat or on guard.

Attempt a Thievery check to determine if you successfully Steal the object. The DC is usually the Perception DC of the creature wearing the object. It's easiest to steal an object that is worn but not closely guarded (like a loosely carried purse or satchel, or an object within such a container). The GM might increase the DC if the object is protected or if the nature of the object makes it harder to steal (such as a very small item in a large pack, or a sheet of paper mixed in with other documents). For instance, the DC is typically 5 higher if the object is in a pocket, held in a creature's hand, or similarly protected.

You might also need to compare your Thievery check result against the Perception DCs of observers other than the person wearing the object. The GM might impose a circumstance penalty to the DCs of observers who are distracted.

Success You steal the item without the bearer noticing, or an observer doesn't see you take or attempt to take the item.

Failure The item's bearer notices your attempt before you can take the object, or an observer sees you take or attempt to take the item. The GM determines the response of any creature that notices your theft.

NAVIGATING THE NEON JUNGLE

Cities can be difficult to navigate, even with the use of digital maps. Construction, demolition, detours, and traffic are common in densely populated settlements, such as a bustling space station in a high-traffic system or a remote mining colony on a dangerous planet with a toxic atmosphere. An up-to-date digital navigator might suffice for simple navigation but is likely to miss all the paths and shortcuts that require a Sense Direction check to find without a local guide.

THIEVERY TRAINED ACTIONS

DISABLE A DEVICE ◆◆

MANIPULATE

This action allows you to disarm a trap or another complex device. Often, a device requires numerous successes before becoming disabled, depending on its construction and complexity. An infiltrator's toolkit is helpful and sometimes even required to Disable a Device, as determined by the GM, and sometimes a device requires a higher proficiency rank in Thievery to disable it.

Your Thievery check result determines your progress.

Critical Success You disable the device, or you achieve two successes toward disabling a device requiring more than one success. You leave no trace of your tampering, and you can rearm the device later, if that type of device can be rearmed.

Success You disable the device, or you achieve one success toward disabling a device that requires more than one success.

Critical Failure You trigger the device.

PICK A LOCK ◆◆

MANIPULATE

Requirements You're holding or wearing an infiltrator's toolkit (page 240).

Opening a lock without a key is very similar to Disabling a Device, but the DC of the check is determined by the complexity and construction of the lock you are attempting to pick (locks and their DCs are found on page 240). Locks of higher quality might require multiple successes to unlock. If you lack the proper tools, the GM might let you use improvised picks, which are treated as a shoddy toolkit.

Critical Success You unlock the lock, or you achieve two successes toward opening a lock that requires more than one success. You leave no trace of your tampering.

Success You open the lock, or you achieve one success toward opening a lock that requires more than one success. You leave behind damage that indicates the lock was picked on close scrutiny.

Critical Failure You break your toolkit and leave behind obvious damage. Fixing a broken toolkit requires using Crafting to Repair it or else swapping in replacement picks (costing 3 credits, or 30 credits for a tactical infiltrator's toolkit).

CHAPTER 5: FEATS

All kinds of experiences and training can shape your character beyond what you learn by advancing in your class. Abilities that require a degree of training but can be learned by anyone—not only members of certain ancestries or classes—are called general feats.

For most classes, you gain a general feat when you reach 3rd level and every 4 levels thereafter. Each time you gain a general feat, you can select any feat with the general trait whose prerequisites you satisfy.

General feats also include a subcategory of skill feats, which expand on what you can accomplish via skills. These feats also have the skill trait. Most characters gain skill feats at 2nd level and every 2 levels thereafter. When you gain a skill feat, you must select a general feat with the skill trait; you can't select a general feat that lacks the skill trait. The level of a skill feat is typically the minimum level at which a character could meet its proficiency prerequisite.

In addition to the skill feats specifically associated with each skill, there are some that can be taken with various skills or even all skills, like Assurance.

GENERAL FEATS

Non-Skill Feats	Level	Prerequisites	Benefits
Adopted Ancestry	1	–	Gain access to ancestry feats from another ancestry
Armor Proficiency	1	–	Become trained in a type of armor
Augmented Body	1	–	Gain a free augmentation
Barricade	1	–	Create fragile cover from nearby junk
Breath Control	1	–	Hold your breath longer and gain other benefits
Canny Acumen	1	–	Become an expert in a saving throw or Perception
Diehard	1	–	Die at dying 5, rather than dying 4
Fast Recovery	1	Constitution +2	Regain more HP from rest, recover faster from disease
Feather Step	1	Dexterity +2	Step into difficult terrain
Fleet	1	–	Increase your Speed by 5 feet
Incredible Initiative	1	–	+2 to initiative rolls
Ride	1	–	Automatically succeed at commanding your mount to move
Shield Block	1	–	Ward off a blow with your shield
Toughness	1	–	Increase your maximum HP and reduce the DCs of recovery checks
Weapon Proficiency	1	–	Become trained in a weapon type
Ancestral Paragon	3	–	Gain a 1st-level ancestry feat
Prescient Planner	3	–	Procure a piece of adventuring gear
Untrained Improvisation	3	–	Become more adept at using untrained skills
Expeditious Search	7	Master in Perception	Search areas in half the time
Prescient Consumable	7	Prescient Planner	Procure consumable items with Prescient Planner

GENERAL SKILL FEATS

Varying Skill Feats	Level	Prerequisites	Benefits
Assurance	1	Trained in at least one skill	Receive a fixed result on a skill check
Dubious Knowledge	1	Trained in a skill with the Recall Knowledge action	Learn true and erroneous knowledge on failed check Knowledge skill
Quick Identification	1	Trained in Arcana, Nature, Occultism, or Religion	Identify Magic in 1 minute or less

Varying Skill Feats	Level	Prerequisites	Benefits
Recognize Spell	1	Trained in Arcana, Nature, Occultism, or Religion	Identify a spell as a reaction as it's being cast
Seasoned	1	Trained in Alcohol Lore, Cooking Lore, or Crafting	+1 to Craft food and drink, including serums and spell ampoules
Skill Training	1	Intelligence +1	Become trained in a skill
Trick Magic Item	1	Trained in Arcana, Nature, Occultism, or Religion	Activate a magic item you normally can't activate
Without a Trace	1	Trained in Deception, Stealth, or Underworld Lore	Clean up a crime scene or cover your tracks
Automatic Knowledge	2	Expert in Recall Knowledge, Assurance in the relevant skill action	Recall Knowledge as a free action once per round
Break Curse	7	Master in Occultism or Religion	Use your knowledge to break curses
Quick Recognition	7	Master in Arcana, Nature, Occultism, or Religion; Recognize Spell	Identify spells as a free action

Acrobatics Skill Feats	Level	Prerequisites	Benefits
Cat Fall	1	Trained in Acrobatics	Treat falls as shorter than they are
Crowd Surfing	1	Trained in Acrobatics	Move at full speed through crowds
Quick Squeeze	1	Trained in Acrobatics	Move swiftly as you Squeeze
Steady Balance	1	Trained in Acrobatics	Maintain your balance in adverse conditions
Dive for Cover	2	Expert in Acrobatics	Quickly get prone and take cover
Nimble Crawl	2	Expert in Acrobatics	Crawl at a faster rate
Kip Up	7	Master in Acrobatics	Stand up for free without triggering reactions

Arcana Skill Feats	Level	Prerequisites	Benefits
Arcane Sense	1	Trained in Arcana	Cast *detect magic* at will as an arcane innate spell
Unified Theory	15	Legendary in Arcana	Use Arcana for checks for all magical traditions

Athletics Skill Feats	Level	Prerequisites	Benefits
Combat Climber	1	Trained in Athletics	Fight more effectively as you Climb
Deadlift	1	Trained in Athletics	Briefly carry more than normal
Hefty Hauler	1	Trained in Athletics	Increase your Bulk limits by 2
Quick Jump	1	Trained in Athletics	High Jump or Long Jump as a single action
Titan Wrestler	1	Trained in Athletics	Disarm, Grapple, Shove, or Trip larger creatures
Powerful Leap	2	Expert in Athletics	Jump farther and higher
Rapid Mantel	2	Expert in Athletics	Pull yourself onto ledges quickly
Quick Climb	7	Master in Athletics	Climb swiftly
Quick Swim	7	Master in Athletics	Swim quickly
Wall Jump	7	Master in Athletics	Jump off walls
Cloud Jump	15	Legendary in Athletics	Jump impossible distances

Computers Skill Feats	Level	Prerequisites	Benefits
Digital Diversion	1	Trained in Computers	Use a tech item as a distraction
Hologram Skeptic	1	Trained in Computers	Recognize holograms
Phishing Expertise	1	Trained in Computers	Defraud people using phony credentials
Phreaker	1	Trained in Computers	Hack systems without a toolkit
Combat Hack	2	Expert in Computers	Disable tech in combat
Fool the Camera	7	Master in Computers	You know how to trick cameras

Crafting Skill Feats	Level	Prerequisites	Benefits
Electrical Engineer	1	Trained in Crafting	Power items with improvised power sources

Crafting Skill Feats	Level	Prerequisites	Benefits
Quick Install	1	Trained in Crafting	Install upgrades quickly
Quick Repair	1	Trained in Crafting	Repair items quickly
Serum Crafting	1	Trained in Crafting	Craft serums
Specialty Crafting	1	Trained in Crafting	Gain bonuses to Craft certain items
Communal Crafting	2	Expert in Crafting	Other PCs can help you Craft
Inventor	2	Expert in Crafting	Use Crafting to create item formulas
Magical Crafting	2	Expert in Crafting	Craft magic items
Percussive Maintenance	2	Expert in Crafting	Fix a glitching tech item
Tech Crafting	2	Expert in Crafting	Craft technological items
Impeccable Crafting	7	Master in Crafting, Specialty Crafting	Craft items more efficiently
Craft Anything	15	Legendary in Crafting	Ignore most requirements for crafting items

Deception Skill Feats	Level	Prerequisites	Benefits
Charming Liar	1	Trained in Deception	Improve a target's attitude with your lies
Face in the Crowd	1	Trained in Deception	Hide in a crowd
Favored Disguise	1	Trained in Deception	Change into a specific disguise easily
Lengthy Diversion	1	Trained in Deception	Remain hidden after you Create a Diversion
Lie to Me	1	Trained in Deception	Use Deception to detect lies
Confabulator	2	Expert in Deception	Reduce the bonuses against your repeated lies
Feign Death	2	Expert in Deception	Pretend to die
Kiss It Better	2	Expert in Deception	Convince an ally they're less injured
Quick Disguise	2	Expert in Deception	Set up a disguise in less time
Slippery Secrets	7	Master in Deception	Evade attempts to uncover your true nature
Legendary Troll	15	Legendary in Deception	Lie with viral memes

Diplomacy Skill Feats	Level	Prerequisites	Benefits
Bargain Hunter	1	Trained in Diplomacy	Earn Income by searching for deals
Group Impression	1	Trained in Diplomacy	Make an Impression on multiple targets more easily
Hobnobber	1	Trained in Diplomacy	Gather Information rapidly
No Cause for Alarm	1	Trained in Diplomacy	Reduce creatures' frightened condition values
Crowd Control	2	Expert in Diplomacy	You can move the hearts and bodies of crowds
Glad-Hand	2	Expert in Diplomacy	Make an Impression on a target you've just met
Shameless Request	7	Master in Diplomacy	Make Requests of others with lesser consequences
Legendary Negotiation	15	Legendary in Diplomacy	Quickly parley with foes

Intimidation Skill Feats	Level	Prerequisites	Benefits
Group Coercion	1	Trained in Intimidation	Coerce multiple targets simultaneously
Intimidating Glare	1	Trained in Intimidation	Demoralize a creature without speaking
Intimidating Shot	1	Trained in Intimidation	Fire your weapon to Demoralize
Quick Coercion	1	Trained in Intimidation	Coerce a creature quickly
Intimidating Prowess	2	Strength +3, expert in Intimidation	Gain a bonus to physically Demoralize a target
Lasting Coercion	2	Expert in Intimidation	Coerce a target into helping you longer
Battle Cry	7	Master in Intimidation	Demoralizes foes when you roll for initiative
Terrified Retreat	7	Master in Intimidation	Cause foes you Demoralize to flee
Scare to Death	15	Legendary in Intimidation	Scare a target so much, they might die

Lore Skill Feats	Level	Prerequisites	Benefits
Additional Lore	1	–	Become trained in another Lore subcategory
Experienced Professional	1	Trained in Lore	Prevent critical failures when Earning Income
Unmistakable Lore	2	Expert in Lore	Recall Knowledge about your Lore more effectively

Lore Skill Feats	Level	Prerequisites	Benefits
Legendary Professional	15	Legendary in Lore	Gain renown for your Lore

Medicine Skill Feats	Level	Prerequisites	Benefits
Battle Medicine	1	Trained in Medicine	Heal yourself or an ally in battle
Continual Recovery	2	Expert in Medicine	Treat Wounds on a patient more often
Robust Recovery	2	Expert in Medicine	Greater benefits from Treat Disease and Treat Poison
Unusual Treatment	2	Expert in Medicine	Treat Wounds tends to additional conditions
Ward Medic	2	Expert in Medicine	Treat several patients at once
Advanced First Aid	7	Master in Medicine	Use First Aid to reduce frightened and sickened condition values
Legendary Medic	15	Legendary in Medicine	Remove disease, blinded, deafened, doomed, or drained

Nature Skill Feats	Level	Prerequisites	Benefits
Train Animal	1	Trained in Nature	Teach an animal a trick
Predator's Eye	7	Master in Nature	See far away

Occultism Skill Feats	Level	Prerequisites	Benefits
Oddity Identification	1	Trained in Occultism	Recognize magic involving minds, fortune, or secrets
Schooled in Secrets	1	Trained in Occultism	Gather Information about and Impersonate members of secret societies
Akashic Sync^{U}	7	Master in Occultism	Your eye sees the Akashic Records
Bizarre Magic	7	Master in Occultism	Your magic becomes more difficult to identify
Akashic Transcendence^{U}	15	Legendary in Occultism, Akashic Sync	You are a manifestation of the Akashic Records.

Performance Skill Feats	Level	Prerequisites	Benefits
Fascinating Performance	1	Trained in Performance	Perform to fascinate observers
Impressive Performance	1	Trained in Performance	Make an Impression with Performance
Just Kidding!	1	Trained in Performance	Play off a faux pas as a joke
Virtuosic Performer	1	Trained in Performance	+1 with a certain type of performance
Legendary Performer	15	Legendary in Performance, Virtuosic Performer	Gain renown for your Performance

Piloting Skill Feats	Level	Prerequisites	Benefits
Express Driver	1	Trained in Piloting	Drive long distances quickly
Stunt Maneuver	2	Expert in Piloting	Perform reckless Stunts with ease
Power Slide	3	Expert in Piloting	Turn a vehicle quickly
Take the Wheel	3	Expert in Piloting	Wrest control of a moving vehicle
Push It	7	Master in Piloting	Make a vehicle go faster
Fly Anything	15	Legendary in Piloting	You use Piloting to fly alien vessels and repair craft

Religion Skill Feats	Level	Prerequisites	Benefits
Student of the Canon	1	Trained in Religion	More accurately recognize the tenets of your faith or philosophy
Deific Obedience	7	Master in Religion, follower of a specific religion	Access basic divine spellcasting from your deity
Religious Talisman	7	Master in Religion, follower of a specific religion	Construct a blessed religious symbol
Divine Guidance	15	Legendary in Religion	Find guidance in the writings of your faith

Society Skill Feats	Level	Prerequisites	Benefits
Blend In	1	Trained in Society	Become a face in the crowd
Digital Ambassador	1	Trained in Society	Communicate effectively with a translator
Management Material	1	Trained in Society	Act like a professional

Society Skill Feats	Level	Prerequisites	Benefits
Multilingual	1	Trained in Society	Learn two new languages
Plant Rumor	1	Trained in Society	Argue by damaging reputation
Read Lips	1	Trained in Society	Read the lips of people you can see
Sign Language	1	Trained in Society	Learn sign languages
Streetwise	1	Trained in Society	Use Society to Gather Information and Recall Knowledge
Legendary Codebreaker	15	Legendary in Society	Quickly Decipher Writing using Society
Legendary Linguist	15	Legendary in Society, Multilingual	Create pidgin languages to communicate with anyone

Stealth Skill Feats	Level	Prerequisites	Benefits
Experienced Smuggler	1	Trained in Stealth	Conceal items from observers more effectively
Terrain Stalker	1	Trained in Stealth	Sneak in certain terrain without attempting a check
Quiet Allies	2	Expert in Stealth	Roll a single Stealth check when sneaking with allies
Foil Senses	7	Master in Stealth	Take precautions against special senses
Swift Sneak	7	Master in Stealth	Move your full Speed while you Sneak
Legendary Sneak	15	Legendary in Stealth, Swift Sneak	Hide and Sneak without cover or being concealed

Survival Skill Feats	Level	Prerequisites	Benefits
Experienced Tracker	1	Trained in Survival	Track at your full Speed at a –5 penalty
Survey Wildlife	1	Trained in Survival	Identify nearby creatures through signs and clues
Terrain Expertise	1	Trained in Survival	+1 to Survival checks in certain terrain
Urban Survivalist	1	Trained in Survival	Use Survival to navigate and forage for supplies in cities
Monster Crafting	7	Master in Survival	Craft items using monster parts
Planar Survival	7	Master in Survival	Use Survival to Subsist on different planes
Legendary Survivalist	15	Legendary in Survival	Survive extreme conditions

Thievery Skill Feats	Level	Prerequisites	Benefits
Pickpocket	1	Trained in Thievery	Steal or Palm an Object more effectively
Subtle Theft	1	Trained in Thievery	Your thefts are harder to notice
Wary Disarmament	2	Expert in Thievery	+2 to AC or saves against devices or traps while disarming
Quick Unlock	7	Master in Thievery	Pick a Lock with 1 action
Legendary Thief	15	Legendary in Thievery, Pickpocket	Steal what would normally be impossible to steal

ADDITIONAL LORE FEAT 1

GENERAL SKILL

Your knowledge has expanded to encompass a new field. Choose a Lore skill subcategory. You become trained in it. At 3rd, 7th, and 15th levels, you gain an additional skill increase you can apply only to the chosen Lore subcategory.

Special You can select this feat more than once. Each time you must select a new subcategory of Lore, and you gain the additional skill increases to that subcategory for the listed levels.

ADOPTED ANCESTRY FEAT 1

GENERAL

You're fully immersed in another ancestry's culture and traditions, whether born into them, earned through a rite of passage, or bonded through a deep friendship or romance. Choose a common ancestry or another ancestry to which you have access. You can select ancestry feats from the ancestry you chose, in addition to your character's own ancestry, as long as the ancestry feats don't require any physiological feature that you lack, as determined by the GM.

ADVANCED FIRST AID FEAT 7

GENERAL HEALING MANIPULATE SKILL

Prerequisites master in Medicine

You use your medical training to ameliorate sickness or assuage fears. When you use Medicine to Administer First Aid, instead of Stabilizing a character or Stopping Bleeding, you can reduce an ally's frightened or sickened condition by 2, or remove either of those conditions entirely on a critical success. You can remove only one condition at a time. The DC for the Medicine check is usually the DC of the effect that caused the condition.

AKASHIC SYNC ◆ FEAT 7

UNCOMMON GENERAL SKILL

Prerequisites master in Occultism

Frequency once per 10 minutes

You can briefly connect to the Akashic Records. You Recall Knowledge using Occultism instead of any other skill as though Occultism were applicable to perform Recall Knowledge for that topic.

Critical Success You recall accurately and gain three pieces of information or context.

Success You recall accurately and gain two pieces of information or context and a piece of erroneous information, but you don't have any way to differentiate which is which.

Failure You gain a piece of information or context and two pieces of erroneous information.

Critical Failure You gain three pieces of erroneous information.

AKASHIC TRANSCENDENCE FEAT 15

UNCOMMON GENERAL SKILL

Prerequisites legendary in Occultism, Akashic Sync

Your eye opens to greater truths. You can use Akashic Sync once per round instead of once every 10 minutes.

ANCESTRAL PARAGON FEAT 3

GENERAL

Whether through instinct, study, or magic, you feel a deeper connection to your ancestry. You gain a 1st-level ancestry feat.

ARCANE SENSE FEAT 1

GENERAL SKILL

Prerequisites trained in Arcana

You can cast 1st-rank *detect magic* at will as an arcane innate spell. If you're a master in Arcana, the spell is heightened to 3rd rank; if you're legendary, it is heightened to 4th rank.

ARMOR PROFICIENCY FEAT 1

GENERAL

You become trained in light armor. If you already were trained in light armor, you gain training in medium armor. If you were trained in both, you become trained in heavy armor. If you are at least 13th level, you become an expert in this armor type.

Special You can select this feat more than once. Each time, you become trained in the next type of armor, as detailed above.

ASSURANCE FEAT 1

FORTUNE GENERAL SKILL

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Special You can select this feat multiple times. Each time, choose a different skill and gain the benefits for that skill.

AUGMENTED BODY FEAT 1

GENERAL

You implant one augmentation with an item level equal to your character level or lower. This augmentation doesn't count against your total implant limit. The first time you take this feat, the augmentation you receive is free as long as its item level is 1 or lower. You can upgrade this augmentation by swapping it out with another augmentation when you gain a level or by spending downtime replacing the augmentation as though changing out a feat. When you swap out the augmentation, you must pay the difference between the original and new augmentation each time you upgrade.

Special You can select this feat multiple times, choosing a different augmentation each time. Retraining this feat requires paying the cost of the original augmentation.

AUTOMATIC KNOWLEDGE FEAT 2

GENERAL SKILL

Prerequisites expert in a skill with the Recall Knowledge action, Assurance in that skill

You know basic facts off the top of your head. Choose a skill you're an expert in that has the Recall Knowledge action and for which you have the Assurance feat. You can use the Recall Knowledge action with that skill as a free action once per round. If you do, you must use Assurance on the skill check.

Special You can select this feat multiple times, choosing a different skill each time. You can use Automatic Knowledge with any skills you have chosen, but you can still use Automatic Knowledge only once per round.

BARGAIN HUNTER FEAT 1

GENERAL SKILL

Prerequisites trained in Diplomacy

You can Earn Income (page 186) using Diplomacy, spending your days hunting for bargains and reselling at a profit. You can also spend time specifically seeking a great bargain on an item; this works as if you were using Earn Income with Diplomacy, except instead of gaining money, you purchase the item at a discount equal to the money you would have gained, gaining the item for free if your earned income equals or exceeds its cost. Finally, if you select Bargain Hunter during character creation at 1st level, you start play with an additional 20 credits.

BARRICADE ◆ FEAT 1

GENERAL MANIPULATE

You hastily create a barricade using nearby items, junk, or debris. The barricade provides lesser cover for you and one other ally, though you can Take Cover to increase this benefit to standard cover. The barricade is flimsy and falls apart at the end of your next turn.

BATTLE CRY FEAT 7

GENERAL SKILL

Prerequisites master in Intimidation

When you roll initiative, you can yell a mighty battle cry and Demoralize an observed foe as a free action. If you're legendary in Intimidation, you can use a reaction to Demoralize your foe when you critically succeed at an attack roll.

BATTLE MEDICINE ◆ FEAT 1

GENERAL HEALING MANIPULATE SKILL

Prerequisites trained in Medicine

Requirements You're holding or wearing a medkit (page 241).

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

BIZARRE MAGIC FEAT 7

GENERAL SKILL

Prerequisites master in Occultism

You can draw upon strange variations in your spellcasting, whether or not you can cast occult spells. The DCs to Recognize Spells you cast and Identify Magic you use increase by 5.

BLEND IN FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You know how to blend in and become a forgettable face in the crowd. While in a crowd of at least 10 other creatures, you can roll a Society check in place of a Stealth check when using the Avoid Notice exploration activity to see if enemies notice you. While in a settlement, you can use Society in place of Deception when Impersonating a non-specific individual.

BREAK CURSE FEAT 7

CONCENTRATE EXPLORATION GENERAL HEALING SKILL

Prerequisites master in Occultism or Religion

You spend 8 hours praying or performing occult rites over the target, weakening a curse's power over them. Attempt to counteract (page 423) the curse, using Occultism or Religion for your counteract check and half your level rounded up for the counteract rank. Break Curse only takes 10 minutes of prayer and rites if you are legendary in Occultism or Religion.

BREATH CONTROL FEAT 1

GENERAL

You can breathe even in hazardous or sparse air. You can hold your breath for 25 times as long as usual before suffocating. You gain a +1 circumstance bonus to saving throws against inhaled threats, such as inhaled poisons, and if you roll a success on such a saving throw, you get a critical success instead.

CANNY ACUMEN FEAT 1

GENERAL

Your avoidance or observation is beyond the ken of most in your profession. Choose Fortitude saves, Reflex saves, Will saves, or Perception. You become an expert in your choice. At 17th level, you become a master in your choice.

CAT FALL FEAT 1

GENERAL SKILL

Prerequisites trained in Acrobatics

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter and 50 feet if you're a master. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

CHARMING LIAR FEAT 1

GENERAL SKILL

Prerequisites trained in Deception

Your charm allows you to win over those you lie to. When you get a critical success using the Lie action, the target's attitude toward you improves by one step, as though you'd succeeded at using Diplomacy to Make an Impression. This works only once per conversation, and if you critically succeed against multiple targets using the same result, you choose one creature's attitude to improve. You must be lying to impart seemingly important information, inflate your status, or ingratiate yourself, which trivial or irrelevant lies can't achieve.

CLOUD JUMP FEAT 15

GENERAL SKILL

Prerequisites legendary in Athletics

Your unparalleled athletic skill allows you to jump impossible distances. Triple the distance you jump on a successful Long Jump (so you could jump 90 feet with an Athletics result of 30). When you successfully High Jump, use the distance jumped and distance limit for a Long Jump but don't triple the distance.

You can jump a distance greater than your Speed by spending additional actions when you Long Jump or High Jump. For each additional action spent, add your Speed to the distance limit.

COMBAT CLIMBER FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

Your techniques allow you to fight as you climb. You're not off-guard while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

COMBAT HACK ◆◆ FEAT 2

ATTACK GENERAL MANIPULATE SKILL

Prerequisites expert in Computers

Requirements You are holding or wearing a hacking toolkit and have a free hand.

Attempt a Computers check to Hack an adjacent creature, hazard, or item with the tech trait. The DC is equal to the creature, item, or hazard's Fortitude DC, or the Fortitude DC of the creature attending the object. If the target is an unattended object, the GM sets the DC for the check based on the item's level. The target is temporarily immune to your attempts to Combat Hack it for 10 minutes.

Critical Success The target becomes glitching 2 for 1 round.

Success The target becomes glitching 1 for 1 round.

Critical Failure If the target has the glitching condition, reduce the value of its glitching condition by 1.

COMMUNAL CRAFTING FEAT 2

GENERAL SKILL

Prerequisites expert in Crafting

You can have other PCs help you Craft an item, under your direction. A helper PC rolls a check with a skill in which they're trained. The skill must be Crafting or another skill relevant to the item, as determined by the GM. For example, a PC might use Religion to help you Craft an item with the divine trait or Warfare Lore to help you Craft a weapon. Your roll still determines whether you successfully create the item. Any helper's roll contributes toward reducing the cost of raw materials using the numbers from the Earn Income table on page 187; this uses the ally PC's proficiency rank in the skill and their level – 1 for their level.

Helping PCs must accompany you throughout the Craft activity (preventing them from pursuing other downtime activities) or the benefit is lost. The GM might determine that only a certain number of PCs can help depending on the circumstances.

Communal Crafting also allows you to take the role of a helper when someone else is crafting, provided they accept your help.

CONFABULATOR FEAT 2

GENERAL SKILL

Prerequisites expert in Deception

You pile lie upon lie. Reduce the circumstance bonus a target gains for your previous attempts to Create a Diversion or Lie to it from +4 to +2. If you're a master in Deception, reduce the bonus to +1, and if you're legendary, your targets don't get these bonuses at all.

CONTINUAL RECOVERY FEAT 2

GENERAL SKILL

Prerequisites expert in Medicine

You zealously monitor a patient's progress to administer treatment faster. When you Treat Wounds, your patient becomes immune for only 10 minutes instead of 1 hour. This applies only to your Treat Wounds activities, not any other the patient receives.

CRAFT ANYTHING FEAT 15

GENERAL SKILL

Prerequisites legendary in Crafting

You can find ways to craft just about anything, despite restrictions. As long as you have the appropriate Crafting skill feat (such as Magical Crafting for magic items) and meet the item's level and proficiency requirements, you ignore just about any other requirement, such as being of a specific ancestry or providing spells. If a requirement adds to the item's cost, you must still pay it (including castings of spells that themselves have a cost). You can't ignore requirements of special items that have exclusive means of access and Crafting, such as artifacts. The GM decides whether you can ignore a requirement.

CROWD CONTROL FEAT 2

GENERAL SKILL

Prerequisites expert in Diplomacy

Your voice can be heard over the noise in a crowd. You gain a +2 circumstance bonus to Diplomacy checks against crowds. The first time each round you Stride into a square containing a crowd, you can attempt a DC 20 Diplomacy check to move the crowd out of your way. A GM might use a different DC under certain circumstances, such as when the crowd has a level or set DC to disperse.

Critical Success As success, and the crowd departs from all adjacent squares as you move.

Success The crowd disperses from squares you move into.

Failure The crowd doesn't move, but you can continue moving.

Critical Failure The crowd forcefully resists you and disrupts your Stride.

CROWD SURFING FEAT 1

GENERAL SKILL

Prerequisites trained in Acrobatics

You move through crowds without slowing down. You can move at full Speed in crowds. Treat areas truly packed with people as difficult terrain instead of greater difficult terrain.

DEADLIFT ◆ FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

Requirements You aren't fatigued.

For 1 minute, you can carry 4 more Bulk than normal before becoming encumbered. The amount you can carry increases to 6 at expert, 8 at master, and 10 at legendary. When the benefits of this feat end, you become fatigued for 10 minutes.

DEIFIC OBEDIENCE FEAT 7

GENERAL SKILL

Prerequisites master in Religion, follower of a specific religion

You've dedicated yourself to a deity or pantheon. As long as you follow the edicts and anathema of that deity, you gain their granted 1st-rank spell as a divine innate spell you can cast once per day, heightened to 3rd rank; if you're legendary, the spell is heightened to 4th rank. If you repeatedly break your deity's edicts or perform anathemas, you lose this ability, and it can only be regained with an *atone* ritual (page 382).

DIEHARD FEAT 1

GENERAL

It takes more to kill you than most. You die from the dying condition at dying 5, rather than dying 4.

DIGITAL AMBASSADOR FEAT 1

GENERAL SKILL

Prerequisites trained in Society

As long as you're using a comm unit, datapad, or computer to communicate, when you attempt to use a skill action with the linguistic trait on a creature that doesn't understand the language you're using, roll a DC 15 flat check. On a success, the effect works as if the creature understood the language you're using. If you're Legendary in Society, the DC is 10.

DIGITAL DIVERSION FEAT 1

GENERAL SKILL

Prerequisites trained in Computers

Requirements You are holding or wearing a hacking toolkit and have a free hand.

Whether it's a sudden comm unit ping or a warning alarm on an equipment display, you can Create a Diversion by using Computers instead of Deception on an adjacent target carrying, wearing, or wielding a tech item.

DIVE FOR COVER ◆ FEAT 2

GENERAL SKILL

Prerequisites expert in Acrobatics

When threatened, you can quickly take a dive and find somewhere to hunker down. You Leap, land prone, and immediately Take Cover, which allows you to hunker down and gain greater cover against ranged attacks.

DIVINE GUIDANCE FEAT 15

GENERAL SKILL

Prerequisites legendary in Religion

You're so immersed in divine scripture that you find meaning and guidance for any situation in your texts. Spend 10 minutes Deciphering Writing on religious scriptures of your deity or philosophy while thinking about a particular problem or conundrum you face, and then attempt a Religion check (DC determined by the GM). If you succeed, you unearth a relevant passage, parable, or aphorism that can help you move forward or change your thinking to help solve your conundrum.

DUBIOUS KNOWLEDGE FEAT 1

GENERAL SKILL

Prerequisites trained in a skill with the Recall Knowledge action

You're a treasure trove of information, but not all of it comes from reputable sources. When you fail (but don't critically fail) a Recall Knowledge check using any skill, you learn the correct answer and an erroneous answer, but you don't have any way to differentiate which is which. This can occur as knowing something is significant, but not whether it's good or bad.

ELECTRICAL ENGINEER FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

You can fuel battery-powered devices by drawing electricity from different sources. Doing so takes 1 minute of work and an adjacent source of power appropriate to the device. If the source of power is a technological creature or hazard, it must have been destroyed within the last 10 minutes and provides charges equal to twice its level. If the source is a facility capable of charging a battery, the battery-powered device operates as if the battery were always fully charged. If you're a master in Crafting, you can connect a device to a power source as a 3-action activity. If you're legendary, it takes 1 action.

EXPEDITIOUS SEARCH FEAT 7

GENERAL

Prerequisites master in Perception

You have a system that lets you search at great speed, finding details and secrets twice as quickly as others can. When Searching, you take half as long as usual to Search a given area. This means that while exploring, you double the Speed you can move while ensuring you've Searched an area before walking into it (up to half your Speed). If you're legendary in Perception, you instead Search areas four times as quickly.

EXPERIENCED PROFESSIONAL FEAT 1

GENERAL SKILL

Prerequisites trained in Lore

You carefully safeguard your professional endeavors to prevent disaster. When you use Lore to Earn Income, if you roll a critical failure, you instead get a failure. If you're an expert in Lore, you gain twice as much income from a failed check to Earn Income, unless it was originally a critical failure.

EXPERIENCED SMUGGLER FEAT 1

GENERAL SKILL

Prerequisites trained in Stealth

You often smuggle things past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you've concealed, the GM uses the number rolled or 10—whichever is higher—as the result of your die roll, adding it to your Stealth modifier to determine your Stealth check result. If you're a master in Stealth, the GM uses the number rolled or 15, and if you're legendary in Stealth, you automatically succeed at hiding a small concealed item from passive observers. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items.

EXPERIENCED TRACKER FEAT 1

GENERAL SKILL

Prerequisites trained in Survival

Tracking is second nature to you, and when necessary you can follow a trail without pause. You can Track while moving at full Speed by taking a –5 penalty to your Survival check. If you're a master in Survival, you don't take the –5 penalty. If you're legendary in Survival, you no longer need to roll a new Survival check every hour when tracking, though you still need to roll whenever there are significant changes in the trail.

EXPRESS DRIVER FEAT 1

GENERAL SKILL

Prerequisites trained in Piloting

You know how to get there fast. When calculating your travel Speed for the day while piloting a vehicle, you can attempt a Piloting check to increase your vehicle's travel Speed for long-term overland or aerial travel. The DC is determined by the GM but is typically based on the vehicle's piloting DC or a difficulty based on the environment, whichever is harder. On a success, double your vehicle's travel Speed for the day. This has no effect on your vehicle's movement in encounters or on starships traveling through the Drift.

FACE IN THE CROWD FEAT 1

GENERAL SKILL

Prerequisites trained in Deception

You know how to get lost in a crowd. You can use cover from crowds to Hide and Sneak, gaining a +2 circumstance bonus to your Stealth checks when in a crowd of at least 10 creatures and a +4 circumstance bonus to your Stealth checks when in a crowd of at least 100 creatures. Hidden creatures don't count as members of a crowd. If you're a master in Deception you only need 5 creatures to get these bonuses.

FASCINATING PERFORMANCE FEAT 1

GENERAL SKILL

Prerequisites trained in Performance

When you Perform, compare your result to the Will DC of one observer. If you succeed, the target is fascinated by you for 1 round. If the observer is in a situation that demands immediate attention, such as combat, you must critically succeed to fascinate it and the Perform action gains the incapacitation trait. You must choose which creature you're trying to fascinate before you roll your check, and the target is then temporarily immune for 1 hour.

If you're an expert in Performance, you can fascinate up to four observers; if you're a master, you can fascinate up to 10 observers; and if you're legendary, you can fascinate any number of observers at the same time.

FAST RECOVERY FEAT 1

GENERAL

Prerequisites Constitution +2

Your body quickly bounces back from afflictions. You regain twice as many Hit Points from resting. Each time you succeed at a Fortitude save against an ongoing disease or poison, you reduce its stage by 2, or by 1 against a virulent disease or poison. Each critical success you achieve against an ongoing disease or poison reduces its stage by 3, or by 2 against a virulent disease or poison. In addition, you reduce the severity of your drained condition by 2 when you rest for a night instead of by 1.

FAVORED DISGUISE FEAT 1

GENERAL SKILL

Prerequisites trained in Deception

You create a favored disguise that you can call upon at a moment's notice. When you Impersonate, you can decide that the disguise becomes your favored disguise. If you have a holoskin (page 241) or can Change Shape, you can always adopt your favored disguise when Impersonating. You still roll Deception for the Impersonate check but count any critical failure results as failures instead. You can have one favored disguise and gain an additional favored disguise you can employ at expert, master, and legendary proficiency in Deception.

FEATHER STEP FEAT 1

GENERAL

Prerequisites Dexterity +2

You step carefully and quickly. You can Step into difficult terrain.

FEIGN DEATH ⤾ FEAT 2

GENERAL SKILL

Prerequisites expert in Deception

Trigger You take damage.

You lie prone and Impersonate a corpse. As long as you don't take any actions requiring anything other than your mind, you appear dead. To see through your ruse, a creature must succeed at a check against your Deception DC, either by Seeking or Recalling Knowledge. You can Ready an Action without ending this effect if you're a master in Deception.

FLEET FEAT 1

GENERAL

You move more quickly on foot. Your Speed increases by 5 feet.

FLY ANYTHING FEAT 15

GENERAL SKILL

Prerequisites legendary in Piloting

You can intuit how even the most interesting vehicles function. You can pilot a ship even if it would be physiologically impossible for you, including those that require telepathy or other supernatural abilities. You can use Piloting instead of Crafting to Repair a part of a vehicle, starship, or mech with a –2 circumstance penalty as long as you have the appropriate parts available to you. You can use Piloting instead of Computers to Hack a vehicle, starship, or mech with a –2 circumstance penalty.

FOIL SENSES FEAT 7

GENERAL SKILL

Prerequisites master in Stealth

You are adept at foiling creatures' special senses and cautious enough to safeguard against them at all times. Whenever you use the Avoid Notice, Hide, or Sneak actions, you are always considered to be taking precautions against special senses (see the Detecting with Other Senses sidebar on page 425).

FOOL THE CAMERA FEAT 7

GENERAL SKILL

Prerequisites master in Computers

You know how to fool security cameras and tech items that confer special senses, such as scopes. Whenever you use the Avoid Notice, Hide, or Sneak actions, you're always considered to be taking precautions against special senses from tech items. In addition, you gain a +2 circumstance bonus to your Stealth DC to Avoid Notice by cameras and technological hazards.

GLAD-HAND FEAT 2

GENERAL SKILL

Prerequisites expert in Diplomacy

First impressions are your strong suit. When you meet someone in a casual or social situation, you can immediately attempt a Diplomacy check to Make an Impression on that creature rather than needing to converse for 1 minute. If you fail, you can engage in 1 minute of conversation and attempt a new check at the end of that time rather than accepting the failure or critical failure result.

GROUP COERCION FEAT 1

GENERAL SKILL

Prerequisites trained in Intimidation

You can strong-arm people effectively, even when you don't have them isolated. When you Coerce, you can compare your Intimidation check result to the Will DCs of up to five targets instead of one.

It's possible to get a different degree of success for each target. The number of targets you can Coerce in a single action increases to 10 if you're an expert, 25 if you're a master, and 50 if you're legendary.

GROUP IMPRESSION FEAT 1

GENERAL SKILL

Prerequisites trained in Diplomacy

When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of up to 10 targets you conversed with, with no penalty. The number of targets increases to 20 if you're an expert, 50 if you're a master, and 100 if you're legendary.

HEFTY HAULER FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

You can carry more than your frame implies. Increase your maximum and encumbered Bulk limits by 2.

HOBNOBBER FEAT 1

GENERAL SKILL

Prerequisites trained in Diplomacy

You are skilled at learning information through conversation. The Gather Information exploration activity takes you half as long as normal (typically reducing the time to 1 hour). If you're a master in Diplomacy and roll a critical failure to Gather Information, you get a failure instead. There is still no guarantee that a rumor you learn with Gather Information is accurate.

HOLOGRAM SKEPTIC FEAT 1

GENERAL SKILL

Prerequisites trained in Computers

You easily spot the tiny glitches and imperfections in holograms. Even if you aren't Searching, you always attempt a check to disbelieve holograms and effects with the illusion and tech traits that normally require you to Search or Interact with them.

IMPECCABLE CRAFTING FEAT 7

GENERAL SKILL

Prerequisites master in Crafting, Specialty Crafting

You craft flawless creations with great efficiency. Whenever you roll a success at a Crafting check to make an item of the type you chose with Specialty Crafting, you get a critical success instead.

IMPRESSIVE PERFORMANCE FEAT 1

GENERAL SKILL

Prerequisites trained in Performance

Your performances inspire admiration and win you fans. You can Make an Impression using Performance instead of Diplomacy. If you spend at least 10 minutes performing in front of an audience, you can Make an Impression targeting up to 10 members of the audience who were there for the whole performance, without taking the normal penalty. The number of targets increases to 20 for a 1-hour performance and 50 for a 2-hour performance.

INCREDIBLE INITIATIVE FEAT 1

GENERAL

You react more quickly than others can. You gain a +2 circumstance bonus to initiative rolls.

INTIMIDATING GLARE FEAT 1

GENERAL SKILL

Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

INTIMIDATING PROWESS FEAT 2

GENERAL SKILL

Prerequisites Strength +3, expert in Intimidation

In situations where you can physically menace the target when you Coerce or Demoralize, you gain a +1 circumstance bonus to your Intimidation check and you ignore the penalty for not sharing a language. If your Strength modifier is +5 or higher and you are a master in Intimidation, this bonus increases to +2.

INTIMIDATING SHOT ◆ FEAT 1

GENERAL SKILL

Prerequisites trained in Intimidation

You attempt to Demoralize a foe with your ranged weapon by firing it into the air, using ammo equal to the weapon's expend and the weapon's maximum range rather than the usual range of 30 feet. This check doesn't take a –4 circumstance penalty if the target doesn't share a language with you.

INVENTOR FEAT 2

DOWNTIME GENERAL SKILL

Prerequisites expert in Crafting

You are a genius at Crafting, easily able to determine how things are made and create new inventions. You can spend downtime to invent a common formula that you don't know. This works just like the Craft activity: you spend half the Price of the formula up front, attempt a Crafting check, and on a success either finish the formula by paying the difference or work for longer to decrease the Price. The difference is that you spend the additional time in research, design, and development, rather than in creating an item. Once it's complete, you add the new formula you invented to your formula book.

The GM might allow you to invent uncommon or rare formulas, typically with an increased DC. You need the Machine Magic feat to invent hybrid items and the Magical Crafting feat to invent magical formulas.

JUST KIDDING ⤾ FEAT 1

AUDITORY EMOTION FORTUNE GENERAL LINGUISTIC MENTAL SKILL

Prerequisites trained in Performance

Trigger An ally critically fails to Coerce, Make an Impression, or Request.

You attempt to play off a social misstep as a joke. Attempt a Performance check against the same DC as your ally's check. If you succeed, your ally treats their critical failure as a failure.

KIP UP ◇ FEAT 7

GENERAL SKILL

Prerequisites master in Acrobatics

You stand up. This movement doesn't trigger reactions.

KISS IT BETTER ◆ FEAT 2

GENERAL MANIPULATE SKILL

Prerequisites expert in Deception

Requirements You have a hand free and are adjacent to an ally who isn't at full Hit Points.

You perform a token medical effort to convince an ally they've recovered from an injury. Attempt a Deception check with the same DC as for Treat Wounds. On a success, the target gains temporary Hit Points equal to half the corresponding amount of Hit Points from Treat Wounds. These temporary Hit Points last 1 round. Kiss It Better doesn't remove the wounded condition. The target is temporarily immune to Kiss It Better for 24 hours.

LASTING COERCION FEAT 2

GENERAL SKILL

Prerequisites expert in Intimidation

When you successfully Coerce someone, the maximum time they comply increases to a week, still determined by the GM. If you're legendary, the maximum increases to a month.

LEGENDARY CODEBREAKER FEAT 15

GENERAL SKILL

Prerequisites legendary in Society

Your skill with languages and codes is so great you can decipher information with little more than a quick read through a text. You can Decipher Writing using Society while reading at normal speed. If you slow down and spend the full amount of time that's ordinarily required and roll a success, you get a critical success; if you critically succeed while spending the normal amount of time, you gain a nearly word-for-word understanding of the document.

LEGENDARY LINGUIST FEAT 15

GENERAL SKILL

Prerequisites legendary in Society, Multilingual

You're so skilled with languages you can create a pidgin instantly. You can always talk to any creature that has a language—even a language you don't know—by creating a new pidgin language that uses simplified terms and conveys basic concepts. To do so, you must first understand at least what medium of communication the creature uses (speech, sign language, and so on).

LEGENDARY MEDIC FEAT 15

GENERAL SKILL

Prerequisites legendary in Medicine

You've discovered medical breakthroughs or techniques that achieve miraculous results. Once per day for each target, you can spend 1 hour treating that target and attempt a Medicine check to remove a disease or the blinded, deafened, doomed, or drained condition. Use the DC of the disease or of the spell or effect that created the condition. If the effect's source is an artifact, above 20th level, or similarly powerful, increase the DC by 10.

LEGENDARY NEGOTIATION ◆◆◆ FEAT 15

GENERAL SKILL

Prerequisites legendary in Diplomacy

You can negotiate incredibly quickly in adverse situations. You attempt to Make an Impression and then Request your opponent cease their current activity and engage in negotiations. You take a –5 penalty to your Diplomacy check. Generally, the DC of this check is the creature's Will DC, although your GM may modify it based on the situation. Some creatures may be unable to stop regardless of their personal desires, and even those who agree to parley might ultimately find your arguments lacking and return to violence.

LEGENDARY PERFORMER FEAT 15

GENERAL SKILL

Prerequisites legendary in Performance, Virtuosic Performer

Your fame has spread throughout the galaxy. Creatures who have any listed skill in Society have heard of you and usually have an attitude toward you one step better than normal, depending on your reputation and the creature's disposition. For instance, if you're well-known for cruel and demanding behavior, creatures might be intimidated by you, rather than be friendly toward you. When you Earn Income with Performance, you attract higher-level audiences than your location would allow, as audiences flock to see you. For instance, famous socialites and spectra might travel to a dive bar in a backwater port to hear you perform. Typically, this increases the audiences available to your level or by two levels, whichever is higher.

LEGENDARY PROFESSIONAL FEAT 15

GENERAL SKILL

Prerequisites legendary in Lore

Your fame has spread throughout the galaxy (for instance, if you have Warfare Lore, you might be a legendary general or tactician). This works as Legendary Performer above, except you gain higher-level jobs when you Earn Income with Lore.

LEGENDARY SNEAK FEAT 15

GENERAL SKILL

Prerequisites legendary in Stealth, Swift Sneak

You're always sneaking unless you choose to be seen, even when there's nowhere to hide. You can Hide and Sneak even without cover or being concealed. When you employ an exploration tactic other than Avoiding Notice, you also gain the benefits of Avoiding Notice unless you choose not to. See page 430 for more information about exploration tactics.

LEGENDARY SURVIVALIST FEAT 15

GENERAL SKILL

Prerequisites legendary in Survival

You can survive indefinitely without food or water and can endure severe, extreme, and incredible cold and heat without taking damage from doing so.

LEGENDARY THIEF FEAT 15

GENERAL SKILL

Prerequisites legendary in Thievery, Pickpocket

Your ability to Steal defies belief. You can attempt to Steal something that is actively wielded or that would be extremely noticeable or time consuming to remove (like worn shoes or armor). You must do so slowly and carefully, spending at least 1 minute (and significantly longer for items that are normally time consuming to remove, like armor). Throughout this duration you must have some means of staying hidden, such as the cover of darkness or a bustling crowd. Even if you succeed, if the item is extremely prominent—like a suit of full plate armor—onlookers will quickly notice it's gone after you steal it.

LEGENDARY TROLL ◆ FEAT 15

GENERAL MENTAL SKILL

Prerequisites legendary in Deception

Requirements You or your target are using a comm unit, datapad, or other computer.

Attempt a Deception check against the Will DC of a target within 60 feet. On a success, the target is off-guard for 1 round, and on a critical success, it's confused for 1 round. The target's reaction gives you information about it as though you'd attempted to Recall Knowledge using an appropriate skill and received the same result on your roll. The target is then temporarily immune to your Legendary Troll attempts for 24 hours.

LENGTHY DIVERSION FEAT 1

GENERAL SKILL

Prerequisites trained in Deception

When you critically succeed to Create a Diversion, you continue to remain hidden after the end of your turn. This effect lasts for an amount of time that depends on the diversion and situation, as determined by the GM (minimum 1 additional round).

LIE TO ME FEAT 1

GENERAL SKILL

Prerequisites trained in Deception

You can use Deception to weave traps to trip up anyone trying to deceive you. If you can engage in conversation with someone trying to Lie to you, use your Deception DC if it is higher than your Perception DC to determine whether they succeed. This doesn't apply if you don't have a back-and-forth dialogue, such as when someone attempts to Lie during a long speech.

MAGICAL CRAFTING FEAT 2

GENERAL SKILL

Prerequisites expert in Crafting

You can Craft magic items (page 197), though some have other requirements. When you select this feat, you gain formulas for four common magic items of 2nd level or lower.

MANAGEMENT MATERIAL FEAT 1

GENERAL SKILL

Prerequisites trained in Society

Anyone who speaks with you about a job, workplace, or office skill set assumes you're a professional in that setting unless you intentionally present yourself differently. You can use Society to Make an Impression on a professional or to Impersonate a type of professional or a specific individual professional. If you use the normally required skills in those situations, you receive a +1 circumstance bonus to the check instead.

MONSTER CRAFTING FEAT 7

GENERAL SKILL

Prerequisites master in Survival

You can use the parts of monsters to aid in crafting. You can use the body of a monster to help Craft items, using Survival instead of Crafting for the Craft activity when you do so. If parts of the monster's body are valuable, you can expend them toward the item's raw material cost as well. (The GM makes the determination if the monster's entry doesn't list any valuable materials from its body.)

If you spend additional days working on the item, reduce the Price using the monster's level instead of your own. Certain items may require specific creatures in their Craft requirement.

MULTILINGUAL FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You easily pick up new languages. You learn two new languages, chosen from common languages, uncommon languages, and any others you have access to. You learn an additional language if you are or become a master in Society and again if you are or become legendary.

Special You can select this feat multiple times. Each time, you learn additional languages.

NIMBLE CRAWL FEAT 2

GENERAL SKILL

Prerequisites expert in Acrobatics

You can Crawl incredibly swiftly—up to half your Speed, rather than 5 feet. If you're a master in Acrobatics, you can Crawl at full Speed, and if you're legendary, you aren't off-guard while prone.

NO CAUSE FOR ALARM ◆◆◆ FEAT 1

AUDITORY CONCENTRATE EMOTION GENERAL LINGUISTIC MENTAL SKILL

Prerequisites trained in Diplomacy

You attempt to reduce panic. Attempt a Diplomacy check, comparing it to the Will DC of creatures in a 10-foot emanation around you who are frightened. Each of them is temporarily immune for 1 hour.

Critical Success Reduce the creature's frightened value by 2.

Success Reduce the creature's frightened value by 1.

ODDITY IDENTIFICATION FEAT 1

GENERAL SKILL

Prerequisites trained in Occultism

When you become aware of a magical effect or see a spell being cast, you can immediately determine if it twists minds (with the mental trait), fights against fortune (with the fortune or misfortune trait), or reveals secrets (with the detection, prediction, revelation, or scrying traits). At the GM's discretion, similar effects can also fall into these categories. When you Identify Magic or Recall Knowledge to learn more about these effects, you can always use Occultism without penalty and gain a +2 circumstance bonus.

PERCUSSIVE MAINTENANCE ◆ FEAT 2

ATTACK GENERAL SKILL

Prerequisites expert in Crafting

Requirements You're holding a tech item that has the glitching condition.

You try to repair an item by smashing it against a hard surface. Attempt a DC 10 flat check.

Critical Success Reduce the glitching condition by 2.

Success Reduce the glitching condition by 1.

PHISHING EXPERTISE FEAT 1

GENERAL SKILL

Prerequisites trained in Computers

You're skilled at running digital fraud schemes. You can Create a Forgery using Computers instead of Society. Digital forgeries are compared against your Computers

DC. Using information gained from a successful forgery usually requires additional checks, including Deception and Society, and casting too wide a net runs the risk of a potential victim figuring out your ruse and turning you in to the authorities.

PHREAKER FEAT 1

GENERAL SKILL

Prerequisites trained in Computers

You've learned how to hack using alternative methods. You can use Computers to Disable a Device or Hack a system using any computer, comm unit, or terminal instead of a hacking toolkit (page 241). If you're an expert in Computers and the equipment you use is at least 3rd level, you gain a +1 item bonus to Disable a Device or Hack.

Special If you have the Combat Hack or Digital Diversion skill feat, you can use this feat to Combat Hack or Create a Diversion without a hacking toolkit.

PICKPOCKET FEAT 1

GENERAL SKILL

Prerequisites trained in Thievery

You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the –5 penalty. You can't steal objects that would be extremely noticeable or time consuming to remove (like worn shoes or armor or actively wielded objects). If you're a master in Thievery, you can attempt to Steal from a creature in combat or otherwise on guard. When doing so, Stealing requires 2 actions instead of 1, and you take a –5 penalty.

PLANAR SURVIVAL FEAT 7

GENERAL SKILL

Prerequisites master in Survival

You can Subsist using Survival on different planes, even those without resources or natural phenomena you normally need. For instance, you can forage for food without penalty even if the plane lacks food that could normally sustain you. A success on your check to Subsist also prevents damage done by the plane to you and anyone else you support with Subsist. This applies only to damage dealt by the general conditions of the plane, not smaller hazards.

PLANT RUMOR ⤾ FEAT 1

AUDITORY GENERAL LINGUISTIC MENTAL SKILL

Prerequisites trained in Society

Trigger You perceive a creature attempting a check using Deception, Diplomacy, or Intimidation against another creature's Will DC.

You intercede in a conversation to subtly damage another's reputation and make their argument less compelling. The creature targeted by the triggering check gains a +2 circumstance bonus to its Will DC for that check.

POWER SLIDE ◆ TO ◆◆◆ FEAT 3

GENERAL SKILL

Prerequisites expert in Piloting

You throw the vehicle into a barely controlled skid, turning sharply to evade pursuit. You Drive with a –2 penalty to your Piloting check, gaining the effects of the Drive action for the same number of actions you spent to Power Slide. At the end of the movement, if you succeed, you can turn the vehicle up to 90 degrees. If you critically succeed at your Piloting check, you can instead turn the vehicle up to 180 degrees.

POWERFUL LEAP FEAT 2

GENERAL SKILL

Prerequisites expert in Athletics

You can jump 5 feet up with a vertical Leap without making a High Jump. You also increase the horizontal distance when you Leap, including as part of a High Jump or Long Jump, by 5 feet.

PREDATOR'S EYE FEAT 7

GENERAL SKILL

Prerequisites master in Nature

Your eye magnifies distant targets as well as a scope. You can adjust your sight in that eye as a single action to Seek a specific creature with a +2 circumstance bonus to your Perception check, or Seek to search a 10-foot square up to 100 feet away for any undetected or hidden creatures or objects. You don't take penalties for an object or creature being too far away unless you're more than 2 miles away.

PRESCIENT CONSUMABLE FEAT 7

GENERAL

Prerequisites Prescient Planner

You can predict which consumables you might need in advance. When using Prescient Planner, you can procure a consumable item from your backpack, instead of a piece of adventuring gear. The consumable item must still be common with a level no higher than half your level, and its Bulk must be low enough that carrying it wouldn't have made you encumbered.

PRESCIENT PLANNER FEAT 3

GENERAL

Cost the Price of the chosen item

Requirements You haven't used this ability since the last time you were able to purchase goods.

You regularly create convoluted plans and contingencies, using your resources to enact them. You take 1 minute to remove your backpack, then carefully remove an item you hadn't previously declared that you purchased—you intuited that you would come to need the item and purchased it at the latest opportunity. The item must be a piece of adventuring gear (from the table on page 240 or other sources of adventuring gear), and can't be a weapon, armor, serum, magic item, or other treasure. It must be common with a level no higher than half your level, and its Bulk must be low enough that carrying it wouldn't have made you encumbered.

PUSH IT FEAT 7

GENERAL SKILL

Prerequisites master in Piloting

Whenever you succeed at a Piloting check, the vehicle you're piloting gains a +10-foot circumstance bonus to all its Speeds until the end of your turn. If you critically succeed, this bonus increases to +15 feet.

QUICK CLIMB FEAT 7

GENERAL SKILL

Prerequisites master in Athletics

When Climbing, you move 5 more feet on a success and 10 more feet on a critical success, up to your Speed. If you're legendary in Athletics, you gain a climb Speed equal to your Speed.

QUICK COERCION FEAT 1

GENERAL SKILL

Prerequisites trained in Intimidation

You can Coerce a creature after 1 round of conversation instead of 1 minute. You still can't Coerce a creature in the midst of combat, or without engaging in a conversation.

QUICK DISGUISE FEAT 2

GENERAL SKILL

Prerequisites expert in Deception

You can set up a disguise in one-tenth the usual time (generally 1 minute). If you're a master in Deception, you can create a full disguise and Impersonate as a 3-action activity. If you're legendary, it takes a single action.

QUICK IDENTIFICATION FEAT 1

GENERAL SKILL

Prerequisites trained in Arcana, Nature, Occultism or Religion

You can Identify Magic swiftly. You take only 1 minute when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 10 minutes. If you're a master, it takes a 3-action activity, and if you're legendary, it takes 1 action.

QUICK INSTALL FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

You take only 1 minute to Install an Upgrade. If you're legendary in Crafting, you can Install an Upgrade as a 3-action activity.

QUICK JUMP FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

QUICK RECOGNITION FEAT 7

GENERAL SKILL

Prerequisites master in Arcana, Nature, Occultism, or Religion; Recognize Spell

You Recognize Spells swiftly. Once per round, you can Recognize a Spell using a skill in which you're a master as a free action.

QUICK REPAIR FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

For you, the Repair activity loses the exploration trait and takes 1 minute instead of 10 minutes. If you're a master in Crafting, it takes 3 actions. If you're legendary, it takes 1 action.

QUICK SQUEEZE FEAT 1

GENERAL SKILL

Prerequisites trained in Acrobatics

You Squeeze 5 feet per round (10 feet on a critical success). If you're legendary in Acrobatics, you Squeeze at full Speed.

QUICK SWIM FEAT 7

GENERAL SKILL

Prerequisites master in Athletics

You Swim 5 feet farther on a success and 10 feet farther on a critical success, to a maximum of your Speed. If you're legendary in Athletics, you gain a swim Speed equal to your Speed.

QUICK UNLOCK FEAT 7

GENERAL SKILL

Prerequisites master in Thievery

You can Pick a Lock using 1 action instead of 2.

QUIET ALLIES FEAT 2

GENERAL SKILL

Prerequisites expert in Stealth

You're skilled at moving with a group. When you are Avoiding Notice and your allies Follow the Expert, you and those allies can roll a single Stealth check, using the lowest modifier, instead of rolling separately. This doesn't apply for initiative rolls.

RAPID MANTEL FEAT 2

GENERAL SKILL

Prerequisites expert in Athletics

You easily pull yourself onto ledges. When you Grab an Edge, you can pull yourself onto that surface and stand. You can use Athletics instead of a Reflex save to Grab an Edge. If you Climb or Leap to within 5 feet beneath the top of an edge, you can pull yourself onto the surface and stand as part of that action.

READ LIPS FEAT 1

GENERAL SKILL

Prerequisites trained in Society

You can read lips of others nearby who you can clearly see. The language read must be one that you know. When you're at your leisure, you can do this automatically. In encounter mode or when attempting a more difficult feat of lipreading, you're fascinated and off-guard during each round in which you focus on lip movements, and you must succeed at a Society check (DC determined by the GM) to successfully read someone's lips.

RECOGNIZE SPELL ↺ FEAT 1

GENERAL SECRET SKILL

Prerequisites trained in Arcana, Nature, Occultism, or Religion

Trigger A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting.

If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd rank or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest rank of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

RELIGIOUS TALISMAN FEAT 7

GENERAL SKILL

Prerequisites master in Religion, follower of a specific religion

You can construct and bless a religious symbol of your deity in 10 minutes. While such talismans are traditionally scraps of paper with a religious symbol drawn on them, they can take many forms, including body art, a sticker, or even a virtual emoji. You can create a talisman only for yourself and for the deity you worship. As long as you continue to engage in activities that match your deity's edicts you gain a +1 status bonus to initiative rolls. If you violate your deity's anathema, the talisman is destroyed, and you take a –1 status penalty to initiative rolls and Perception checks until you complete an *atone* ritual (page 382).

RIDE FEAT 1

GENERAL

When you Command an Animal you're mounted on to take a move action (such as Stride), you automatically succeed instead of needing to attempt a check. Any animal you're mounted on acts on your turn, like a minion. If you Mount an animal in the middle of an encounter, it skips its next turn and then acts on your next turn. Page 299 has more on minions.

ROBUST RECOVERY FEAT 2

GENERAL SKILL

Prerequisites expert in Medicine

You learned folk medicine to help recover from diseases and poisons, and using it diligently has made you especially resilient. When you Treat a Disease or a Poison, or someone else uses one of these actions on you, increase the circumstance bonus granted on a success to +4, and if the result of the patient's saving throw is a success, the patient gets a critical success.

SCARE TO DEATH ◆◆◆ FEAT 15

EMOTION FEAR GENERAL INCAPACITATION SKILL

Prerequisites legendary in Intimidation

You can frighten foes so much, they might die. Attempt an Intimidation check against the Will DC of a living creature within 30 feet of you that you sense or observe and who can sense or observe you. If the target can't hear you or doesn't understand the language you are speaking, you take a –4 circumstance penalty. The creature is temporarily immune for 1 minute.

Critical Success The target must attempt a Fortitude save against your Intimidation DC. On a critical failure, it dies. On any other result, it becomes frightened 2 and is fleeing for 1 round. The critical failure effect has the death trait.

Success The target becomes frightened 2.

Failure The target becomes frightened 1.

Critical Failure The target is unaffected.

SCHOOLED IN SECRETS FEAT 1

GENERAL SKILL

Prerequisites trained in Occultism

You notice the signs and symbols that members of mystery cults and other secret societies use to declare their affiliation to fellow members. You can use Occultism in place of Diplomacy to Gather Information about such groups and in place of Deception to Impersonate a member of these groups.

If you belong to a secret cult, lodge, sect, or similar organization, you automatically recognize members of your group unless they are specifically attempting to conceal their presence from you. They also recognize your standing unless you are specifically concealing it.

SEASONED FEAT 1

GENERAL SKILL

Prerequisites trained in Alcohol Lore, Cooking Lore, or Crafting

You've mastered the preparation of many types of food and drink. You gain a +1 circumstance bonus to checks to Craft food and drink, including serums if you have Serum Crafting. If you are a master in one of the prerequisite skills, this bonus increases to +2.

SERUM CRAFTING FEAT 1

GENERAL SKILL

Prerequisites trained in Crafting

You can Craft serums and medical items with the consumable trait (page 197), though some have other requirements. When you select this feat, you gain formulas for four common serums of 2nd level or lower.

SHAMELESS REQUEST FEAT 7

GENERAL SKILL

Requirements master in Diplomacy

Shameless requests are your specialty. When you Request something, you reduce any DC increases for making an outrageous request by 2, and if you roll a critical failure for your Request, you get a failure instead. While this means you can never cause your target to reduce their attitude toward you by making a Request, they eventually tire of requests, even though they still have a positive attitude toward you.

SHIELD BLOCK ↺ FEAT 1

GENERAL

Trigger While you have your shield raised, you would take physical damage (bludgeoning, piercing, or slashing) from an attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

SIGN LANGUAGE FEAT 1

GENERAL **SKILL**

Prerequisites trained in Society

You learn the sign languages associated with the languages you know, allowing you to sign and understand signs. Sign languages typically require both hands to convey more complex concepts, and they are visual rather than auditory.

Sign language is difficult to understand during combat due to the level of attention needed, unlike basic gestures like pointing at a foe to suggest a target. Sign language is hard to use in areas of low visibility, just like speech is difficult in a noisy environment.

SKILL TRAINING FEAT 1

GENERAL **SKILL**

Prerequisites Intelligence +1

You become trained in the skill of your choice.

Special You can select this feat multiple times, choosing a new skill to become trained in each time.

SLIPPERY SECRETS FEAT 7

GENERAL **SKILL**

Prerequisites master in Deception

You elude and evade attempts to uncover your true nature or intentions. When a spell or magical effect tries to read your mind, detect whether you are lying, or reveal your identity, you can attempt a Deception check against the spell or effect's DC. If you succeed, the effect reveals nothing.

SPECIALTY CRAFTING FEAT 1

GENERAL **SKILL**

Prerequisites trained in Crafting

Your training focused on Crafting one particular kind of item. Select one of the specialties listed below; you gain a +1 circumstance bonus to Crafting checks to Craft items of that type. If you are a master in Crafting, this bonus increases to +2. If it's unclear whether the specialty applies, the GM decides. Some specialties might apply only partially. For example, if you were making an Abadarcorp travel suit and had specialty in textiles, the GM might give you half your bonus because the item requires both armorsmithing and textiles to craft.

Specialty	Applicable Items
Armorsmithing	Armor, shields and upgrades
Artistry	Fine art, including jewelry and solarian crystals
Automotives	Vehicles, including spaceships
Chemicals	Alcohol, ammunition, explosives, and fuel
Computer	Comm units, datapads, and virtual items
Engineering	Tech gadgets and accessories
Gunsmithing	Firearms and firearm upgrades
Life Science	Biotechnology and some pharmaceuticals
Robotics	Drones, mechs, and robots
Textiles	Clothing, leather, and polymer armor

STEADY BALANCE FEAT 1

GENERAL **SKILL**

Prerequisites trained in Acrobatics

You can keep your balance easily, even in adverse conditions. Whenever you roll a success using the Balance action, you get a critical success instead. You're not off-guard while attempting to Balance on narrow surfaces and uneven ground.

STREETWISE FEAT 1

GENERAL **SKILL**

Prerequisites trained in Society

You know about life on the streets and feel the pulse of your local settlement. You can use your Society modifier instead of your Diplomacy modifier to Gather Information. In any settlement you frequent regularly, you can use the Recall Knowledge action with Society to know the same sorts of information that you could discover with Diplomacy to Gather Information. The DC is usually significantly higher, but you know the information without spending time gathering it. If you fail to recall the information, you can still subsequently attempt to Gather Information normally.

STUDENT OF THE CANON FEAT 1

GENERAL **SKILL**

Prerequisites trained in Religion

You've researched many faiths enough to recognize notions about them that are unlikely to be true. If you roll a critical failure at a Religion check to Decipher Writing of a religious nature or to Recall Knowledge about the tenets of faiths, you get a failure instead. When attempting to Recall Knowledge about the tenets of your own faith, if you roll a failure, you get a success instead, and if you roll a success, you get a critical success instead.

STUNT MANEUVER FEAT 2

GENERAL SKILL

Prerequisites expert in Piloting

Whether you're a natural ace or a veteran pilot, you can push a vehicle to perform incredible stunts. Remove the reckless trait when you attempt a Stunt with a –1 penalty. If you're a master in Piloting, remove the reckless trait when you attempt a Stunt with a –2 penalty or lower. If you're legendary in Piloting, remove the reckless trait from any Stunt you attempt.

SUBTLE THEFT FEAT 1

GENERAL SKILL

Prerequisites trained in Thievery

When you successfully Steal something, observers (creatures other than the creature you stole from) take a –2 circumstance penalty to their Perception DCs to detect your theft. Additionally, if you first Create a Diversion using Deception, taking a single Palm an Object or Steal action doesn't end your undetected condition.

SURVEY WILDLIFE FEAT 1

GENERAL SKILL

Prerequisites trained in Survival

You can spend 10 minutes assessing the area around you for signs of creatures. Attempt a Survival check against a DC determined by the GM based on how obvious the signs are. On a success, you can attempt a Recall Knowledge check with a –2 penalty to learn more about the creatures just from these signs. If you're a master in Survival, you don't take the penalty.

SWIFT SNEAK FEAT 7

GENERAL SKILL

Prerequisites master in Stealth

You can move your full Speed when you Sneak. You can use Swift Sneak while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

TAKE THE WHEEL ◆ FEAT 3

GENERAL SKILL

Prerequisites expert in Piloting

You Board and Take Control of an adjacent vehicle.

TECH CRAFTING FEAT 2

GENERAL SKILL

Prerequisites expert in Crafting

You can Craft level 1 or higher tech items (page 197), though some have other requirements, as listed in Chapter 6: Equipment. When you select this feat, you gain formulas for four common tech items of 2nd level or lower.

TERRAIN EXPERTISE FEAT 1

GENERAL SKILL

Prerequisites trained in Survival

Your experience in navigating a certain type of terrain makes you supremely confident while doing so. You gain a +1 circumstance bonus to Survival checks in one of the following types of terrain, chosen when you select this feat: aquatic, arctic, desert, forest, mountain, plains, sky, space, swamp, or underground.

Special You can select this feat more than once, choosing a different type of terrain each time.

TERRAIN STALKER FEAT 1

GENERAL SKILL

Prerequisites trained in Stealth

Select one type of difficult terrain from the following list: rubble, snow, or underbrush. While undetected by all non-allies in that type of terrain, you can Sneak without attempting a Stealth check as long as you move no more than 5 feet and do not pass within 10 feet of an enemy during your movement.

During exploration, this also allows you to automatically approach within 15 feet of other creatures while Avoiding their Notice, as long as they aren't actively Searching or on guard.

Special You can select this feat multiple times. Each time, choose a different type of terrain.

TERRIFIED RETREAT FEAT 7

GENERAL SKILL

Prerequisites master in Intimidation

When you critically succeed at the Demoralize action, if the target's level is lower than yours, the target is fleeing for 1 round.

TITAN WRESTLER FEAT 1

GENERAL SKILL

Prerequisites trained in Athletics

You can attempt to Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

TOUGHNESS FEAT 1

GENERAL

Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1 (page 403).

TRAIN ANIMAL FEAT 1

DOWNTIME GENERAL MANIPULATE SKILL

Prerequisites trained in Nature

You spend time teaching an animal to do a certain action. You can either select a basic action the animal already knows how to do (typically those listed in the Command an Animal action on page 202) or attempt to teach the animal a new basic action. The GM determines the DC of any check required and the amount of time the training takes (usually at least a week). It's usually impossible to teach an animal a trick that uses critical thinking. If you're expert, master, or legendary in Nature, you might be able to train more unusual creatures, at the GM's discretion.

Success The animal learns the action. If it was an action the animal already knew, you can Command the Animal to take that action without attempting a Nature check. If it was a new basic action, add that action to the actions the animal can take when Commanded, but you must still roll.

Failure The animal doesn't learn the trick.

TRICK MAGIC ITEM ◆ FEAT 1

GENERAL | MANIPULATE | SKILL

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily. For example, this might allow a soldier to cast a spell from a spell gem or spellchip or allow a mystic to cast a spell that's not on their connection's tradition list using a spell gem. You must know what activating the item does, or you can't attempt to trick it.

Attempt a check using the skill matching the item's magic tradition, or matching a tradition that has the spell on its list, if you're trying to cast a spell from the item. The relevant skills are Arcana for arcane, Nature for primal, Occultism for occult, Religion for divine, or any of the four for an item that has the magical trait and not a tradition trait. The GM determines the DC based on the item's level (possibly adjusted depending on the item or situation).

If you activate a magic item that requires a spell attack modifier or spell DC and you don't have proficiency in the relevant statistic, use your level as your proficiency bonus and the highest of your Intelligence, Wisdom, or Charisma modifiers. If you're a master in the appropriate skill for the item's tradition, you instead use the trained proficiency bonus; if you're legendary, you instead use the expert proficiency bonus.

Success For the rest of the current turn, you can spend actions to activate the item as if you could normally use it.

Failure You can't use the item or try to trick it again this turn, but you can try again on subsequent turns.

Critical Failure You can't use the item, and you can't try to trick it again until your next daily preparations.

UNIFIED THEORY FEAT 15

GENERAL | SKILL

Prerequisites legendary in Arcana

You understand the common underpinnings of the four traditions of magic and magical essences,. Whenever you use a skill action or a skill feat that requires a Nature, Occultism, or Religion check, depending on the magic tradition, you can use Arcana instead. If you would normally take a penalty or have a higher DC for using Arcana on other magic (such as when using Identify Magic), you no longer do so.

UNMISTAKABLE LORE FEAT 2

GENERAL | SKILL

Prerequisites expert in Lore

You never get information about your areas of expertise wrong. When you Recall Knowledge using any Lore subcategory in which you're trained, if you roll a critical failure, you get a failure instead. If you're a master in a Lore subcategory, on a critical success, you gain even more information or context than usual.

UNTRAINED IMPROVISATION FEAT 3

GENERAL

You've learned how to handle situations when you're out of your depth. Your proficiency bonus to untrained skill checks is equal to your level –2. This improves to your level –1 at 5th level and your full level at 7th level. This doesn't allow you to use the skill's trained actions.

UNUSUAL TREATMENT FEAT 2

GENERAL | SKILL

Prerequisites expert in Medicine

Your medical training extends to less obvious conditions. When you succeed against a DC 20 check to Treat Wounds, you can also reduce the value of one clumsy, enfeebled, or stupefied condition on the patient by 1. If you're able to treat more than one creature at once, choose only one to gain this benefit. A creature can benefit from Unusual Treatment only once per day.

If the condition results from an affliction, the affliction isn't cured, though the condition is reduced as long as the affliction remains at that stage.

If you are a master in Medicine, add the drained condition to the list of conditions you can remove if you succeed at a DC 30 check. If you are legendary in Medicine, you reduce the chosen condition by 2 instead of by 1.

URBAN SURVIVALIST FEAT 1

GENERAL | SKILL

Prerequisites trained in Survival

You can use Survival in place of Society to Subsist in cities, space stations, and other settlements. You can also use Survival instead of Perception to notice hazards in these environments; if you find a hazard in this way, you can also use Survival instead of Thievery to Disable the Device.

VIRTUOSIC PERFORMER FEAT 1

GENERAL | SKILL

Prerequisites trained in Performance

You have exceptional talent with one type of performance. You gain a +1 circumstance bonus when making a certain type of performance. If you are a master in Performance, this bonus increases to +2. Select one of the following specialties and apply the bonus when attempting Performance checks of that type. If it's unclear whether the specialty applies, the GM decides.

Specialty	Examples
Acting	Drama, live streams, reality shows
Comedy	Buffoonery, joke telling, stand-up routines
Dance	Ballet, ballroom, interpretive, pop, traditional
Keyboards	Keytar, organ, piano
Oratory	Epic, ode, poetry, storytelling
Percussion	Bells, chimes, drum kit, xylophone
Singing	Ballad, chant, pop, rock, shanty
Strings	Guitar, singing coil, theremin
Synths	Synth deck, turn table
Winds	Horn, flute, pipes

WALL JUMP FEAT 7

GENERAL SKILL

Prerequisites master in Athletics

You can use your momentum from a jump to propel yourself off a wall. If you're adjacent to a wall at the end of a jump (whether performing a High Jump, Long Jump, or Leap), you don't fall as long as your next action is another jump. Your previous jump gives you momentum, letting you use High Jump or Long Jump as a single action, but you don't get to Stride as part of the activity.

You can use Wall Jump only once in a turn, unless you're legendary in Athletics, in which case you can use it as many times as you can use consecutive jump actions in that turn.

WARD MEDIC FEAT 2

GENERAL SKILL

Prerequisites expert in Medicine

You've studied in large medical wards, treating several patients at once and tending to all their needs. When you use Treat Disease or Treat Wounds, you can treat up to two targets. If you're a master in Medicine, you can treat up to four targets, and if you're legendary, you can treat up to eight targets.

WARY DISARMAMENT FEAT 2

GENERAL SKILL

Prerequisites expert in Thievery

If you trigger a device or set off a trap while disarming it, you gain a +2 circumstance bonus to your AC or saving throw against the device or trap. This applies only to attacks or effects triggered by your failed attempt, not to any later ones, such as additional attacks from a complex trap.

WEAPON PROFICIENCY FEAT 1

GENERAL

You become trained in all martial weapons. If you were already trained in all martial weapons, you become trained in one advanced weapon of your choice. If you are at least 11th level, you also become an expert in these weapons.

Special You can select this feat more than once. Each time you do, you become trained in an advanced weapon.

WITHOUT A TRACE FEAT 1

GENERAL SKILL

Prerequisites trained in Deception, Stealth, or Underworld Lore

You're an expert at destroying or removing incriminating evidence from a crime scene. When using the Cover Tracks exploration activity, anyone tracking you must succeed at a Perception check against your Deception, Stealth, or Underworld Lore DC (whichever is highest). If you spent 10 minutes cleaning up a crime scene, anyone investigating the scene must succeed at a Perception check against your Deception, Stealth, or Underworld Lore DC (whichever is highest) to uncover any hidden evidence.

CHAPTER 6:
EQUIPMENT

To make your mark on the galaxy, you'll need to have the right equipment, including armor, weapons, augmentation, and other gear. This chapter presents the various equipment that you can purchase during character creation. You can usually find these items for sale in most cities and other large settlements.

Your character starts out with 150 credits to spend on any common items from this chapter. Credits are a galactic currency used to barter and trade for goods in the Starfinder setting. Items with an uncommon rarity can be purchased only if you have special access from abilities you selected during character creation or your GM gives you permission to purchase them.

Once you've purchased your starting items, there are three main ways to gain new items and equipment: you can find them during an adventure, make them using the Crafting skill, or purchase them from a vendor.

CREDITS AND CURRENCY

The basic currency of the Pact Worlds (and Starfinder overall) is the credit. Interplanetary business is conducted through the trade of credits standardized by the strenuous banking regulations of various interstellar powers and organizations, like the Church of Abadar. Though not every civilization uses the Pact credit as its basis of currency, many have converted over. In cases where a civilization hasn't converted over, there are often agreements in place to determine the relative worth of a credit compared to local currency. Except when dealing with completely hostile civilizations or undiscovered regions of space, the Pact credit is usable in almost any circumstance.

Pact credits themselves are a combination of both digital and physical currency assets. One person might contain all their credits on a digital datacrypt that's safeguarded by the most rigorous of protections and authenticated by reputable banking institutions. Another person might keep their wealth on privately minted plastic chips that have been magically enhanced to contain a specific aura that can be authenticated by any basic device capable of scanning currency.

CREDSTICKS

Most people in Starfinder keep their wealth on a protected item known as a credstick. These devices are often flat and roughly the size of a human finger. They range in dimensions and quality, but at the end of the day, they're just a means of conveniently carrying and spending money. Usage of these devices is determined by the owner, and a credstick can accept or spend funds with as simple an action as tapping it near a suitable banking device. When more rigorous security is necessary, they can require audio or biometric imprints in order to activate. Some advanced credsticks even have a magical component that might require a mental password or the recitation of a specific spell to access stored funds.

CREDITS

Your character starts with 150 credits.

Credsticks aren't gateways to the entirety of one's wealth, and larger stores of credits are often kept secured in banks, personal vaults, or secure databases. Instead, a credstick is a safe and anonymous means of moving credits around without being traced. Adventurers and common citizens alike often keep a credstick on their person to handle any purchases they might be called upon to make, while also only keeping just enough credits on them that losing the credstick wouldn't result in bankruptcy.

Individuals in the Pact Worlds often carry credsticks, and other civilizations that interact with the Pact often turn local funds into credits and thus carry them to spend their converted currency. Sometimes a person might carry several credsticks, dedicating each one to a different use, or simply trading the stick away if they want to make a purchase of a predefined amount. If ever the number of credsticks on a person becomes too cumbersome, it's easy enough to move the funds between individual sticks and discard emptied sticks to save on space, however a credstick always has a negligible bulk.

OTHER CURRENCY

Art objects, gems, raw materials (such as those used for the Craft activity), and relics of long-dead cultures can be used much like currency: you can sell them for the same Price you can buy them.

PRICE

Most items in the following tables have a Price, which is the amount of currency it typically takes to purchase that item.

An item with a Price of "–" can't be purchased. An item with a Price of 0 is normally free, but its value could be higher based on the materials used to create it. Most items can be sold for half their Price, but coins, gems, art objects, and raw materials (such as components for the Craft activity) can be exchanged for their full Price.

UNIVERSAL POLYMER BASE (UPB)

A universal polymer base, or UPB, is a tiny multifunction component, not much larger than a grain of rice. Used in the crafting of most common galactic goods, UPBs can be configured to act as a brace, capacitor, circuit, diode, fastener, insulator, lens, modulator, pipe, resistor, and dozens of other constituent parts. UPBs can even be spun out into fabric, broken down into component chemicals, reconstituted into new chemicals, or supplemented with base materials (such as dirt or sand) to form massive braces or walls. The right combination of hundreds or even thousands of UPBs can create everything from a comm unit to a laser weapon to powered armor. In their raw form, UPBs have a bulk of 1 per 1,000 UPBs.

UPBs are so common that they're used as currency in many major settlements and trade hubs. While credsticks are a more convenient and secure way to carry value, UPBs have the advantage of direct utility and untraceability.

Characters can use UPBs in place of credits for crafting items using maker's kits; in fact, they're necessary for the use of certain tools.

ITEM LEVEL

Each item has an item level, which represents the item's complexity and any magic or technology used in its construction. Simpler items with a lower level are easier to construct, and you can't Craft items that have a higher level than your own (page 197). If an item's level isn't listed, its level is 0. While characters can use items of any level, GMs should keep in mind that allowing characters access to items far above their current level may have a negative impact on the game.

CARRYING AND USING ITEMS

A character carries items in three ways: held, worn, and stowed. Held items are in your hands; a character typically has two hands, allowing them to hold an item in each hand or a single two-handed item using both hands. Worn items are tucked into pockets, belt pouches, bandoliers, weapon sheaths, and so forth, and they can be retrieved and returned relatively quickly. Stowed items are in a backpack or a similar container, and they're more difficult to access.

Drawing a worn item or changing how you're carrying an item usually requires you to use an Interact action (though to drop an item, you use the Release action instead). Changing Equipment on page 235 lists some ways that you might change the items you're holding or carrying, and the number of hands you need to do so.

Many ways of using items require you to spend multiple actions. For example, drinking a serum worn at your belt requires using an Interact action to draw it and then using a second action to drink it as described in its Activate entry (page 242).

BULK

Carrying especially heavy or unwieldy items can make it more difficult for you to move, as can overloading yourself with too much gear. The Bulk value of an item reflects how difficult the item is to handle, representing its size, weight, and general awkwardness. If you have a high Strength modifier, you usually don't need to worry about Bulk unless you're carrying numerous substantial items.

Bulk Limits

You can carry an amount of Bulk equal to 5 plus your Strength modifier without penalty; if you carry more, you gain the encumbered condition. You can't hold or carry more Bulk than 10 plus your Strength modifier.

Bulk Values

Items can have a number to indicate their Bulk value, or they can be light (indicated by an L) or negligible (indicated by a –) for the purpose of determining Bulk. For instance, defiance series armor is 3 Bulk, a dueling sword is 1 Bulk, a knife or *spell gem* is light, and a credstick is negligible. Ten light items count as 1 Bulk, and you round down fractions (so 9 light items count as 0 Bulk, and 11 light items count as 1 Bulk). Items of negligible Bulk don't count toward Bulk unless you try to carry vast numbers of them, as determined by the GM.

Estimating an Item's Bulk

As a general rule, an item that weighs 5 to 10 pounds is 1 Bulk, an item weighing less than a few ounces is negligible, and anything in between is light. Particularly awkward or unwieldy items might have higher Bulk values. For example, a 10-foot pole isn't heavy, but its length makes it difficult for you to move while you have one on your person, so its Bulk is 1. Items made for larger or smaller creatures have greater or lesser Bulk, as described on page 235.

Bulk of Creatures

You might need to know the Bulk of a creature, especially if you need to carry someone off the battlefield. The following table lists the typical Bulk of a creature based on its size, but the GM might adjust this number. Constructs or many creatures with the Tech trait weigh more.

BULK OF CREATURES

Size Of Creature	Bulk
Tiny	1

Size Of Creature	Bulk
Small	3
Medium	6
Large	12
Huge	24
Gargantuan	48

Dragging

In some situations, you might drag an object or creature rather than carry it. If you're dragging something, treat its Bulk as half. Typically, you can drag one thing at a time, you must use both hands to do so, and you drag slowly—roughly 50 feet per minute—unless you have some means to speed it up. Use the total Bulk of what you're dragging, so if you have a sack laden with goods, use the sum of all the Bulk in it instead of an individual item within.

ITEMS AND SIZES

The Bulk rules in this chapter are for Small, Medium, and Large creatures, as most ancestries are these sizes; however, other uncommon or rare ancestries might be larger or smaller and require items specially made for creatures of those sizes. Large creatures can carry more, and smaller creatures can carry less, as noted on the Bulk Conversions table.

These rules for Bulk limits come up most often when a group tries to load up a mount or vehicle. The rules for items of different sizes tend to come into play when the characters defeat a big creature that has gear, since usually the only creatures of other sizes are creatures under the GM's control.

In most cases, Small or Medium creatures can wield a Large weapon, though it's unwieldy, giving them the clumsy 1 condition, and the larger size is canceled by the difficulty of swinging the weapon, so it grants no special benefit. Large armor is simply too large for Small and Medium creatures.

BULK CONVERSIONS FOR DIFFERENT SIZES

As shown in the Bulk Conversions table, Large or larger creatures are less encumbered by bulky items than Small or Medium creatures, while Tiny creatures become overburdened more quickly. A Large creature treats 10 items of 1 Bulk as 1 Bulk, a Huge creature treats 10 items of 2 Bulk as 1 Bulk, and so on. A Tiny creature treats 10 items of negligible Bulk as 1 Bulk. Negligible items work in a similar way—a Huge creature treats items of 1 Bulk as negligible, so it can carry any number of items of 1 Bulk. A Tiny creature doesn't treat any items as having negligible Bulk.

BULK CONVERSIONS

Creature Size	Bulk Limit	Treats as Light	Treats as Negligible
Tiny	Half	–	none
Small or Med.	Standard	L	–
Large	×2	1 Bulk	L
Huge	×4	2 Bulk	1 Bulk
Gargantuan	×8	4 Bulk	2 Bulk

ITEMS OF DIFFERENT SIZES

Creatures of sizes other than Small, Medium, or Large need items appropriate to their size. These items have different Bulk and possibly a different Price. The Differently Sized Items table provides the Price and Bulk conversion for such items.

DIFFERENTLY SIZED ITEMS

Creature Size	Price	Bulk	Light Becomes	Negligible Becomes
Tiny	Standard	Half*	–	–
Small or Med.	Standard	Standard	L	–
Large	Standard	×2	1 Bulk	L
Huge	×4	×4	2 Bulk	1 Bulk
Gargantuan	×8	×8	4 Bulk	2 Bulk

* An item that would have its Bulk reduced below 1 has light Bulk.

For example, a doshko sized for a Medium creature has a Price of 20 credits and 1 Bulk, so one made for a Huge creature is 80 credits and 4 Bulk. One made for a Tiny creature still costs 20 credits (due to its intricacy) and has 1/2 Bulk (rounding down to light Bulk). Because the way that a creature treats Bulk and the Bulk of gear sized for it scale the same way, Tiny or Large (or larger) creatures can usually wear and carry about the same amount of gear as a Medium creature.

Higher-level magic and tech items that cost significantly more than 8 times the cost of a mundane item use their listed Price regardless of size. Precious materials, however, have a Price based on the Bulk of the item, so multiply the Bulk value as described on the Differently Sized Items table, then use the formula in the material's entry to determine the item's Price.

WIELDING ITEMS

Some abilities require you to wield an item, typically a weapon. You're wielding an item any time you're holding it in the number of hands needed to use it effectively. When wielding an item, you're not just carrying it around—you're ready to use it. Other abilities might require you to be wearing the item, holding it, or simply to have it.

CHANGING EQUIPMENT

Change	Hands	Action
Draw or put away a worn item, swap one item for another, or pick up an item[1]	1 or 2	Interact
Pass an item to or take an item from a willing creature[2]	1 or 2	Interact
Drop an item to the ground	1 or 2	Release
Detach a shield or item strapped to you	1	Interact

Change	Hands	Action
Change your grip by removing a hand from an item	2	Release
Change your grip by adding a hand to an item	2	Interact
Retrieve an item from a backpack[3], sack, or similar container	2	Interact

1 If you retrieve a two-handed item with only one hand, you still need to change your grip before you can wield or use it.

2 A creature must have a hand free for someone to pass an item to them, and they might then need to change their grip if they receive an item requiring two hands to wield or use.

3 Retrieving an item stowed in your own backpack requires first taking off the backpack with a separate Interact action.

IMPROVING EQUIPMENT

Most types of armor, shields, and weapons in Starfinder come in a variety of grades. Each grade represents an improved version of that piece of equipment and should be sought after once your character reaches the appropriate level. While higher-level versions of equipment are available on the open market, many adventurers prefer going through the effort of upgrading their existing gear rather than buying new.

GRADES OF EQUIPMENT

Equipment typically comes in seven grades: commercial, tactical, advanced, superior, elite, ultimate, and paragon. While most armor, shields, and weapons can exist in any grade from commercial to paragon, some equipment doesn't exist at certain grades and must be initially purchased or crafted at a higher grade. Equipment other than armor, weapons, and shields only exist at grades specifically listed in the item and cannot be improved to a higher grade if it's not listed.

Armor, shields, and weapons (pages 244, 250, and 253 respectively) are typically listed using their lowest available grade, usually commercial. Each grade beyond the first provides the equipment with additional statistics as given in the tables listed for the appropriate item. Equipment listed with multiple grades in their entry do not use these charts and instead use the statistics listed for each grade in their description.

Armor, shields and weapons gain more upgrade slots as they improve. Higher grades of armor add more AC and gains the resilient trait, improving the saving throws of their wielder by the listed value. Higher grades of weapons have improved damage dice and gain the tracking trait, improving their attack rolls by the listed value. Higher grades of shields have increased Hardness, Hit Points, and BT.

IMPROVING EQUIPMENT

A character who is trained or better in Crafting can improve an item using the original item and UPBs (page 234) as raw materials using the same process as the Craft activity, except as noted here. The original item provides raw materials equal to its price. The DC of the Crafting check to improve an item is determined by the item level of the finished product. You do not need the formula to improve an item, as the instructions can be found readily available on any infosphere and are usually provided as a complimentary file when you purchase the equipment, but Crafting without a formula means you will have to provide raw materials equal to the item's price. It only takes 1 day to improve an item by spending the remaining portion of its Price in materials.

If you have the formula for the item you can improve an item by supplying UPB equal to half the difference between the two items, but you must work multiple days to reduce the materials needed to complete the item as usual with the Craft activity. You cannot improve an item to a higher-grade version if you're not capable of Crafting items of that level.

ITEM DAMAGE

An item can be broken or destroyed if it takes enough damage. Every item has a **Hardness** value. Each time an item takes damage, reduce any damage the item takes by its Hardness. The rest of the damage reduces the item's Hit Points. Normally an item takes damage only when a creature is directly attacking it—commonly targeted items include doors and traps. A creature that attacks you doesn't normally damage your armor or other gear, even if it hits you. However, the Shield Block reaction can cause your shield to take damage as you use it to prevent damage to yourself, and some monsters have exceptional abilities that can damage your items.

An item that takes damage can become **broken** and eventually destroyed. It becomes broken when its Hit Points are equal to or lower than its **Broken Threshold** (**BT**); once its Hit Points are reduced to 0, it is **destroyed**. A broken item has the broken condition until Repaired above its Broken Threshold. Anything that automatically makes an item broken immediately reduces its Hit Points to its Broken Threshold if the item had more Hit Points than that when the effect occurred. If an item has no Broken Threshold, then it has no relevant changes to its function due to being broken, but it's still destroyed at 0 Hit Points. A destroyed item can't be Repaired.

An item's Hardness, Hit Points, and Broken Threshold usually depend on the material the item is made of. Information on materials appears in *Starfinder GM Core*.

OBJECT IMMUNITIES

Inanimate objects and hazards are immune to bleed, death effects, disease, healing, mental effects, nonlethal attacks, poison, spirit, vitality, void, as well as the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions. Conscious, thinking items are not immune to mental effects. Many objects are immune to other conditions, at the GM's discretion. For instance, a sword can't move, so it can't take a penalty to its Speed, but a spinning blade trap might be affected.

BROKEN

Broken is a condition that affects objects. An object is broken when damage has reduced its Hit Points below its Broken Threshold. A broken object can't be used for its normal function, nor does it grant bonuses—with the exception of armor. Broken armor still grants its item bonus to AC, but it also imparts a status penalty to AC depending on its category: –1 for broken light armor, –2 for broken medium armor, or –3 for broken heavy armor.

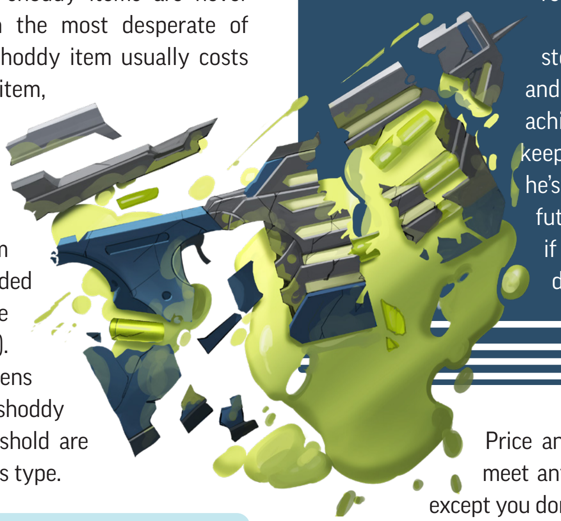
A broken item still imposes penalties and limitations normally incurred by carrying, holding, or wearing it. For example, broken armor would still impose its Dexterity modifier cap, check penalty, and so forth.

If an effect makes an item broken automatically, and the item has more HP than its Broken Threshold, that effect also reduces the item's current HP to the Broken Threshold.

SHODDY ITEMS

Improvised or of dubious make, shoddy items are never available for purchase except in the most desperate of communities. When available, a shoddy item usually costs half the Price of a standard item, though you can never sell one.

Attacks and checks involving a shoddy item take a –2 item penalty. This penalty also applies to any DCs that a shoddy item applies to (such as the AC provided when wearing shoddy armor or the DC to break out of shoddy manacles). A shoddy suit of armor also worsens the armor's check penalty by 2. A shoddy item's Hit Points and Broken Threshold are each half that of a normal item of its type.



FORMULAS

Formulas are formalized instructions for making items. Their primary purpose is to reduce the time it takes you to start the Craft activity, which is helpful for items you'll make frequently. You can usually read a formula as long as you can read the language it's written in, even if you lack the skill to Craft the item. Some corporations use encryption to protect their formulas. If you obtain a formula for an uncommon or rarer item, you have access to that item so you can Craft it. These formulas can be significantly more valuable—if you can find them at all!

For the Price listed on the table, you can buy a common formula. A purchased formula is a virtual file downloaded onto a computer containing the schematics and print-ready 3D models of the item. Paper formulas can exist for some items, which have Light bulk and don't have the virtual trait.

If you have a formula, you can Craft a copy of it using the Crafting skill. You can also Craft a formula by reverse engineering it from an item you possess. Use the formula's Price and the item's Craft DC. You must meet any requirements to Craft the item, except you don't need to have access to the item or meet any special Craft Requirements listed in the item's stat block unless the GM determines otherwise.

SKIPPING GRADES IN CRAFTING

While you may attempt to improve an item directly from commercial to paragon in 1 day, doing so makes the DC of the Crafting attempt significantly higher and thus results in a higher likelihood of failure. It also makes it more difficult to craft using fewer materials when you have a formula than if you attempt to Craft the item one grade at a time. When upgrading multiple grades at once, you can only apply a cost reduction based on the cost to get to the next lowest grade.

For example, if Chk Chk wanted to improve his commercial painglaive into a tactical painglaive the DC would be 16 and it would cost 350 UPBs to complete in 1 day. If he uses a formula, he can spend one or more days crafting to reduce the UPB cost using the Craft activity, up to half (175 UPBs) as normal. Chk Chk could improve his commercial painglaive into an advanced painglaive in one day with a DC 19 Crafting check and 650 UPB, but he would still be limited to reducing the cost by 175 UPBs.

At any time, Chk Chk can stop upgrading his weapon and use it at whatever grade he achieved in the Crafting process, keeping track of whatever UPBs he's invested up to that point for future Crafting attempts even if the weapon gets damaged during the interruption.

FORMULAS

Level	Price	Level	Price
0*	5 credits	11	700 credits
1	10 credits	12	1,000 credits
2	20 credits	13	1,500 credits
3	30 credits	14	2,250 credits
4	50 credits	15	3,250 credits
5	80 credits	16	5,000 credits
6	130 credits	17	7,500 credits
7	180 credits	18	12,000 credits
8	250 credits	19	20,000 credits
9	350 credits	20	35,000 credits
10	500 credits		

*Formulas for all 0-level common items from this chapter can be purchased collectively in a maker's app.

TECH GEAR

Tech gear represents a variety of different consumer and specialized equipment used throughout the galaxy. Depending on the situation, your character will need all sorts of items both while exploring and in downtime, ranging from personal datapads to signal jammers. Most technological items can be recharged during rest periods or through other means, such as kinetic and solar energy. Only a few items might need additional batteries, as indicated in their item entry.

The tables starting on page 240 list the Price and Bulk entries for a wide variety of gear you can use to kit out your character. Any item with a number after it in parentheses indicates that the item's Price is for the indicated quantity, though the Bulk entry for such an item is the value for only one such item.

HANDS

This lists how many hands it takes to use the item effectively. Most items that require two hands can be carried in only one hand, but you must spend an Interact action to change your grip in order to use the item. The GM might determine that an item is too big to carry in one hand (or even two hands, for particularly large items).

WEARING TOOLS

You can make a set of tools (such as a maker's toolkit or medkit) easier to use by wearing it. This allows you to draw and replace the tools as part of the action that uses them. You can wear up to 2 Bulk of tools in this manner; tools beyond this limit must be stowed or drawn with an Interact action to use.

ADVENTURING GEAR

These items follow special rules or require more detail.

Archaic Text: This book could be a religious text, a collection of ancient recipes, a romance novel, or vintage mechanical schematics.

Autograppler: You can attach this anchoring device to a cable line with an Interact action. Clamps automatically slide from the base of the autograppler along the attached cable, allowing it to be climbed like a knotted rope. You can throw the autograppler to attach it to a solid surface, attempting a ranged attack roll using your simple weapon proficiency against a DC depending on the target, typically at least DC 20. This attack has the secret trait. On a success, your autograppler has a firm hold, but on a critical failure, the grappler seems like it will hold but detaches when you're partway up. A tactical autograppler has a sensor to detect whether it has a firm hold, causing it to automatically retract if you critically fail your ranged attack to attach it.

Cable Line: This industrial cable is typically made of high-durability plastic coated in metal. A commercial cable line is coated in titanium alloy, while a tactical cable line is coated in adamantine alloy.

Camping Kit: A camping kit contains a weatherproof tent for four Medium or two Large creatures, bedrolls, a fire igniter, 1 week of rations, and a survival knife.

Chemalyzer: This handheld sampling unit grants a +1 circumstance bonus to skill checks to identify an unknown drug, medicinal, poison, or other chemical substance.

Climbing Kit: A commercial climbing kit includes 50 feet of cable line, a grappling hook, harnesses, pulleys, pitons, a hammer, and crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while using a tactical climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.

Comm Unit: A personal comm unit is a pocket-sized device that combines a minor portable computer and a cellular communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A personal comm unit also includes a calculator, a flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).

Personal comm units integrated into armor have some voice-activated capabilities; you can communicate with other comm units in audio-based formats and receive responses without needing a free hand, but typing a message, browsing the infosphere, or using an app requires the use of at least one hand.

Comm units that function at longer ranges aren't as portable; they include built-in generators that provide the necessary amount of power and rely on active Drift beacons to communicate. Short-term use of these units can be purchased in most major settlements.

Containers: Containers include backpacks, briefcases, duffel bags, and handbags. A container holds up to 4 Bulk and the first 2 Bulk of those items don't count against your Bulk limits. If you're carrying or stowing the container rather than wearing it on your person, its Bulk is light instead of negligible.

You gain a +1 item bonus to checks to Make an Impression on high society individuals while carrying a designer container, such as a designer handbag.

Data Chip: A data chip contains enough memory for a religious text, photo album, personal journal, or the like. You can view the information on a data chip with a computer, such as the one in your comm unit.

Datapad: These ubiquitous handheld computers incorporate a comm unit, microphone, speaker, camera, infosphere browser, and data storage. They can store thousands of hours of recordings, play games, and perform simple computing functions, such as time tracking and notifications, word processing, calculations, data processing, streaming media, and broadcasting emergency alerts from local governments. In most societies, commercial datapads are relatively flimsy, designed to rapidly wear out or fall behind on the latest features and updates to encourage the consumer to replace it with a newer model. In contrast, higher-end datapads are made to last and often include a sturdier chassis and extra functions.

Emergency Beacon: This item requires a battery to be installed for it to operate. When activated, this small, pod-shaped device transmits its location and emits a flash of bright red light once per round, consuming 1 charge per day. Any device capable of receiving signals can pick up a signal from an emergency beacon, which can then be traced with a successful DC 15 Computers or Survival check. An emergency beacon's transmissions have a range of 100 miles over flat terrain, 50 miles in forests or hills, and 25 miles in mountainous terrain or underwater. Alternatively, an emergency beacon can be installed in a starship's or vehicle's communications system. In this case, its range is equal to that of the communications array, and it consumes 1 charge per hour.

Explorer's Canteen: This thermos has two compartments. The upper compartment contains nanomachines and filters that target common contaminants, making most food and water safe to consume and granting a +1 item bonus to saves against any poisons or diseases present in the food or water. The lower compartment converts inserted UPBs into edible nutri-paste at a rate of 2 UPBs per 1 day of nourishment.

Field Scientist's Toolkit: A field scientist toolkit contains a chemalyzer, microscope, recording tools, and specimen bags. A tactical field scientist toolkit grants a +1 item bonus on Recall Knowledge checks using Nature or an appropriate Lore skill.

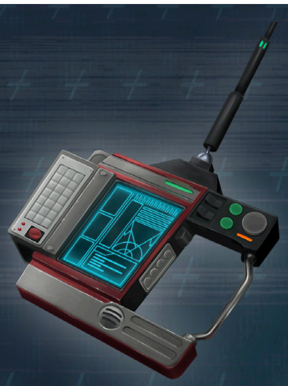
Fire Extinguisher: A fire extinguishes sprays foam in a 15-foot cone, automatically putting out non-magical fires and attempting to counteract any magical fire effects at 2nd rank with a +7 counteract modifier. A fire extinguisher expends one chem each time it's used and uses a chem tank up to the same grade as the fire extinguisher (commercial, tactical, or advanced).

A tactical fire extinguisher counteracts magical fires at 4th rank with a +14 modifier.

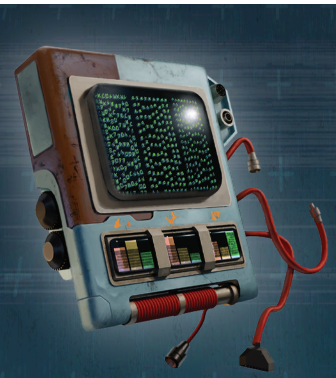
An advanced fire extinguisher counteracts magical fires at 6th rank with a +19 modifier.

Flashlight: A flashlight sheds bright light. A commercial flashlight emits light in a 30-foot emanation (and dim light in the next 30 feet). A tactical flashlight emits its light in a 60-foot radius (and dim light in the next 60 feet) and is equipped with filters, which you can close to block or dim the light. Activating the filters takes an Interact action.

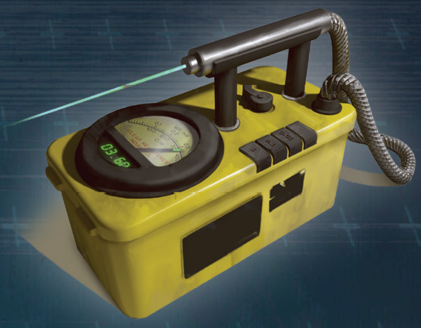
Hacking Toolkit: A hacking toolkit is required for Computers checks to Hack computers (page 196). You can use a hacking



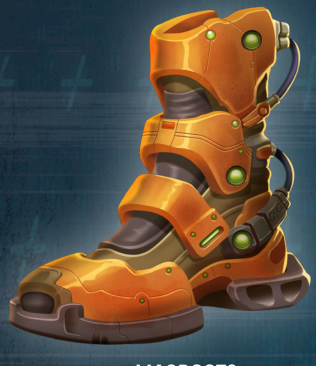
CHEMALYZER



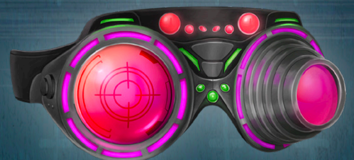
HACKING TOOLKIT



RADIATION SWEEPER



MAGBOOTS



MICROGOGGLES

toolkit to access a computer without using a user interface, but this requires physical contact with the computer or contact via an infosphere or a similar linked network. A tactical hacking toolkit adds a +1 item bonus to checks made with it. An advanced hacking toolkit adds a +1 item bonus and allows you to access computers at a range of 30 feet, unless you're in a radioactive environment.

Holoskin: A holographic projector mounted to a belt or limb strap can be activated as an Interact action. It can be programmed to project the appearance of another creature of the same size category as yourself, hiding your true appearance. A holoskin doesn't change your voice, scent, or mannerisms. The appearance of held and worn items aren't affected. You usually need a holoskin to set up a disguise in order to Impersonate someone using the Deception skill. A tactical holoskin adds a +1 item bonus to relevant checks.

Holospark: This tiny holoprojector is often disguised as an earring, lapel pin, or pendant, It stores a simple visual projection of personal flair, such as a halo or wings, accompanied by short audio, such as a clip of a popular song or a sound effect. Your holospark can be programmed with a computer, such as the one in your comm unit.

Hygiene Kit: This kit contains all the tools and products needed to practice good grooming and hygiene. Kits designed for specific creatures include supplies (such as scale-care products for vesk or antennae grooming oil for lashuntas or shirrens) that are of less use to other creatures.

Infiltrator's Toolkit: You need an infiltrator's toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. A tactical infiltrator's toolkit adds a +1 item bonus to checks to Pick Locks or Disable Devices.

Infinity Deck: A replica of an artifact that appeared during the Gap, this deck of playing cards is used to play countless games.

Lock: Picking a commercial lock requires two successful DC 15 Thievery checks, a tactical lock requires two successful DC 20 Thievery checks, an advanced lock requires four successes at DC 25, a superior lock requires five successes at DC 30, and an elite lock requires six successes at DC 40.

Magboots: Magboots can be activated or deactivated with an Interact action. While active, they grant you a +1 item bonus to Athletics checks to Climb metal surfaces as well as a +1 item bonus to your Fortitude or Reflex DC against attempts to Reposition, Shove, or Trip you when you're standing on a metal surface. In areas of zero gravity, while wearing a pair of magboots, you can move your Speed across metal surfaces and don't gain the untethered condition.

Maker's App: This comm unit app contains formulas for Crafting the common items in this section.

Maker's Toolkit: You need a maker's toolkit to create items from UPBs with the Craft skill. A tactical maker's toolkit gives you a +1 item bonus to the check.

Medkit: These contain analgesics, bandages, sterile gauze, and suturing tools necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. Tactical medical toolkits provide a +1 item bonus to such checks. A medkit is a toolkit.

Microgoggles: These bulky goggles include adjustable magnifying lenses and lights, granting you a +2 item bonus to any skill check that benefits from exceedingly close vision, such as detecting complicated forgeries, identifying pathogens in blood samples, or crafting drugs or medicinals.

Microphone: This cordless handheld device records and transmits audio, typically to a speaker or computer.

Musical Instrument: All but the most traditional instruments use modern technology to amplify their sound, provide musical accompaniment, or connect wirelessly to other instruments. Handheld instruments include autohorns, guitars, psychoactive wave plates, digital synth decks, holoflutes, and more. The GM might rule that an especially large handheld instrument has greater Bulk. Heavy instruments, such as drumdecks and theremins, are less portable and generally need to be stationary while played. Some instruments have the tech trait.

A tactical instrument gives a +1 item bonus to Performance checks using that instrument.

Portable Amp: This small device is typically synced up to an instrument, microphone, or the audio playback on a datapad. It amplifies the audio volume, reducing the DC of Perception checks to hear the audio by 5.

Radiation Sweeper: This handheld device is capable of detecting radiation within 120 feet. When you Interact with the device, it emits pings in different tones to indicate the presence of low, medium, high, or severe radiation. It also displays the areas of radiation on a simple screen. It automatically updates the data as you move until the beginning of your next turn. After that, you must Interact with the device again to conduct another sweep. A radiation sweeper can't detect radiation through 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field. A radiation sweeper is immune to the effects of radiation.

Repair Toolkit: A repair toolkit contains a variety of delicate tools and supplies that allows you to perform simple repairs while traveling. You can use a repair toolkit to Repair items using the Crafting skill. A tactical repair toolkit gives you a +1 item bonus to the check. You can draw and replace a worn repair toolkit as part of the action that uses it.

Sunshades: Sunshades make everyone look cooler. You gain a +1 item bonus to saves against effects that cause the blinded or dazzled condition while wearing tactical sunshades.

Wheelchair: Wheelchairs come in a variety of sizes and styles to suit countless alien body types, including hoverchairs. Automated mechanisms allow wheelchairs to traverse stairs, ladders, and uneven ground without any additional difficulty (difficult terrain still affects your Speed while using a wheelchair).

ADVENTURING GEAR

Item	Level	Price	Bulk	Hands
Archaic text	0	10	L	1
Autograppler, commercial	0	10	–	–
Autograppler, tactical^{T}	2	250	–	–
Cable line, commercial (50 Feet)	0	2	L	–

Item	Level	Price	Bulk	Hands
Cable line, tactical (50 Feet)	2	150	L	–
Camping kit	0	30	2	2
Chemalyzer	1	150	L	1
Climbing kit, commercial	0	5	1	2
Climbing kit, tactical	3	40	1	2
Comm unit[T]	1	7	L	1
Container, ordinary	0	1	–	–
Container, designer	3	100	–	–
Data chip[T]	0	2	–	–
Datapad[T]	2	250	–	–
Emergency beacon[T]	1	100	L	–
Explorer's canteen[T]	0	30	L	2
Field scientist's toolkit, commercial[T]	0	175	–	1 or 2*
Field scientist's toolkit, tactical[T]	3	350	–	1 or 2*
Fire extinguisher, commercial[T]	3	40	L	1
Fire extinguisher, tactical[T]	8	800	L	1
Fire extinguisher, advanced[T]	12	1,200	L	1
Flashlight, commercial[T]	0	1	1	1
Flashlight, tactical[T]	0	15	L	1
Hacking toolkit, commercial[T]	0	20	L	1 or 2*
Hacking toolkit, tactical[T]	3	500	L	1 or 2*
Hacking toolkit, advanced[T]	5	700	L	1 or 2*
Holoskin, commercial[T]	0	20	L	–
Holoskin, tactical[T]	3	400	L	–
Holospark[T]	0	3	L	–
Hygiene kit	0	2	L	2
Infiltrator's toolkit, commercial	0	30	L	2
Infiltrator's toolkit, tactical	3	500	L	2
Infinity deck	0	2	–	1
Lock, commercial[T]	0	2	–	2
Lock, tactical[T]	1	20	–	2
Lock, advanced[T]	3	150	–	2
Lock, superior[T]	9	2,000	–	2
Lock, elite[T]	17	45,000	–	2
Magboots[T]	2	350	1	–
Maker's app[T]	0	10	–	–
Maker's toolkit, commercial[T]	0	40	2	2
Maker's toolkit, tactical[T]	3	500	2	2
Medkit, commercial	1	50	1	1 or 2*
Medkit, tactical	3	500	1	1 or 2*
Microgoggles[T]	2	250	L	–
Microphone[T]	0	8	L	1
Musical instrument, commercial (Handheld)	0	8	1	2
Musical instrument, tactical (Handheld)	3	500	1	2
Musical instrument, commercial (Heavy)	0	20	16	2
Musical instrument, tactical (Heavy)	3	1,000	16	2
Portable amp[T]	1	50	L	1
Radiation sweeper[T]	2	350	1	1
Repair toolkit, commercial	0	20	1	2
Repair toolkit, tactical	3	250	1	2
Sunshades, commercial	0	2	–	–
Sunshades, tactical	3	450	–	–
Wheelchair	0	1	2	–

*You can use a toolkit with 1 hand if you're wearing it or 2 if you're holding it. See page 238 for details.

[T] This item has the tech trait.

MEDICAL ITEMS

The items listed on the following table are the most widely available medical items in the Pact Worlds. Medical items aren't magical. They instead use the properties of chemicals and the latest advances in biotech. As such, medical items don't radiate magical auras, and they can't be dismissed or affected by *dispel magic*. Their effects last for a set amount of time or until they're countered in some way, typically physically.

Some medical items have the tech trait. Some also have the consumable trait, which means that the item is used up once activated. Rules for creating medical items are found in the Craft activity on page 197, and you must have the Serum Crafting skill feat (page 227) to Craft medical items.

MEDPATCHES

Medpatches are single-use sterile patches designed to be slapped onto a wound or area of concern (such as a clearly diseased or poisoned section of the body) with little skill required. You can only apply a medpatch to a creature within your reach and it's usually impossible to apply a medpatch to an unwilling target unless the target is paralyzed, petrified, or unconscious.

MEDPATCH ITEM 1+

CONSUMABLE | HEALING | TECH

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Medpatches accelerate the body's natural healing. You regain the listed number of Hit Points and gain an item bonus to saving throws against diseases and poisons for 10 minutes.

Type commercial; **Level** 1; **Price** 30 credits

The medpatch heals 1d6 Hit Points, and the bonus is +1.

Type tactical; **Level** 5; **Price** 300 credits
The medpatch heals 3d6+6 Hit Points, and the bonus is +1.

Type advanced; **Level** 9; **Price** 1,500 credits
The medpatch heals 5d6+12 Hit Points, and the bonus is +2.

Type superior; **Level** 13; **Price** 6,000 credits
The medpatch heals 7d6+18 Hit Points, and the bonus is +2.

Type elite; **Level** 15; **Price** 13,000 credits
The medpatch heals 8d6+21 Hit Points, and the bonus is +3.

Type ultimate; **Level** 19; **Price** 80,000 credits
The medpatch heals 10d6+27 Hit Points, and the bonus is +4.

HYPOPENS

Each hypopen has different possible effects, and higher-level hypopens can be used to produce the effects of lower-level hypopens. You usually activate a hypopen as you inject it into yourself or another creature. You can inject a hypopen only if a creature is within reach and is either willing or unable to prevent you from doing so. You usually need only one hand to inject a hypopen.

HYPOPEN ITEM 1+

CONSUMABLE | NANITE | TECH

Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

This tiny cylinder contains specialized nanites. Different types have different effects.

Type commercial; **Level** 1; **Price** 40 credits
Remove the fatigued condition or decrease the value of the clumsy or sickened condition by 1.

Type tactical; **Level** 3; **Price** 120 credits
Produce the effects of a lower-level hypopen or remove the paralyzed condition.

Type advanced; **Level** 6; **Price** 500 credits
Produce the effects of a lower-level hypopen or attempt a counteract check against one poison or disease afflicting the target. Use your Medicine modifier for the counteract modifier and half the hypopen's level (rounded up) for the counteract rank.

Type superior; **Level** 10; **Price** 2,000 credits
Produce the effects of a lower-level hypopen or attempt a flat check to end persistent poison or bleed damage. As this is particularly effective assistance, the DC of the flat check is reduced from 15 to 10 for this check.

Type elite; **Level** 12; **Price** 3,500 credits
Produce the effects of a lower-level hypopen or become quickened for 1 minute. You can use the extra action to Step, Stride, or Strike.

Type ultimate; **Level** 14; **Price** 7,000 credits
Produce the effects of a lower-level hypopen or gain fast healing 10 for 1 minute. If you have the drained condition, decrease its value by 1 instead of gaining fast healing.

SERUMS

These are pharmaceutical serums; they're technological, or hybrid in some cases, but can be crafted using a laboratory and don't incorporate significant magic. You can activate a serum with an Interact action as you drink it or feed it to another creature. You can feed a serum only to a creature that's within reach and willing or otherwise so helpless that it can't resist. You usually need only one appendage to activate a serum.

BONE SERUM ITEM 2

CONSUMABLE | SERUM

Price 50 credits
Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

This black sludge is distilled from elebrian bone matter and tastes like mint. Upon drinking it, you gain void healing for 1 hour.

CELEBRITY SERUM ITEM 1

CONSUMABLE | SERUM

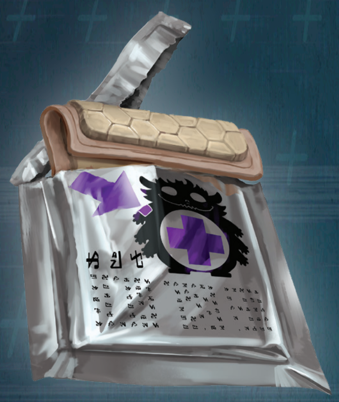
Price 30 credits
Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

This fizzy pink concoction is mildly intoxicating and grants a +1 item bonus to Performance checks for 1 hour.

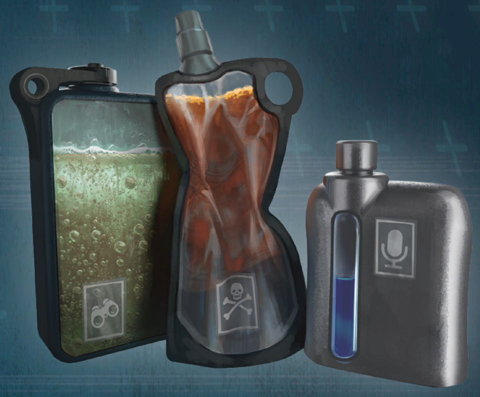
COMMANDO SERUM ITEM 3

CONSUMABLE | SERUM

Price 100 credits
Usage held in 1 hand; **Bulk** L



MEDPATCH



SERUMS

Activate ◆ (manipulate)

This tangy crimson elixir grants you 1d10+5 temporary Hit Points, as well as a +5-foot item bonus to any Speed you have for 1 minute. When you drink this serum, your veins protrude, and your eyes take on a reddish tinge.

INFILTRATOR SERUM ITEM 2

CONSUMABLE | SERUM

Price 50 credits

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This oily serum grants a +1 item bonus to checks to Sneak and Disable a Device for 10 minutes.

SHIMMERSTONE SERUM ITEM 2

CONSUMABLE | SERUM

Price 50 credits

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A blue tincture distilled from shimmerstone. You gain a +1 item bonus to saving throws against mental effects and a +2 item bonus to checks to Recall Knowledge for 10 minutes.

SHARPSHOOTER SERUM ITEM 4+

CONSUMABLE | SERUM

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

This smoky orange liquid enhances your senses and reduces the circumstance bonus to AC your targets gain from cover against your ranged Strikes for 5 minutes.

Type commercial; **Level** 4; **Price** 140 credits

Reduce your targets' circumstance bonus by 1.

Type tactical; **Level** 14; **Price** 7,000 credits

Reduce your targets' circumstance bonus by 2.

OTHER CONSUMABLES

Though many consumable items are grouped into specific categories, such as serums and hypopens, some items don't fit into those categories.

SPRAYFLESH ITEM 1

CONSUMABLE

Price 30 credits

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A canister sprays neutral biomass into a wound or area of concern (such as a clearly diseased or poisoned section of the body). For 1 hour, or until the creature fully recovers to their maximum Hit Points, you can attempt Medicine checks to Treat Wounds on the target creature even if they're temporarily immune to Treat Wounds.

MEDICAL ITEMS

Item	Level	Price	Bulk	Hands
Celebrity serum	1	30	L	–
Hypopen, commercial	1	40	L	–
Medpatch, commercial	1	30	L	1
Sprayflesh	1	30	L	1
Bone serum	2	50	L	1
Infiltrator serum	2	50	L	1
Shimmerstone serum	2	50	L	1
Commando serum	3	100	L	1
Hypopen, tactical	3	120	L	1
Sharpshooter serum, commercial	4	140	L	1
Medpatch, tactical	5	300	L	1
Hypopen, advanced	6	500	L	1
Medpatch, advanced	9	1,500	L	1
Hypopen, superior	10	2,000	L	1
Medpatch, superior	13	6,000	L	1
Hypopen, elite	12	3,500	L	1
Hypopen, ultimate	14	7,000	L	1
Sharpshooter serum, tactical	14	7,000	L	1
Medpatch, elite	15	13,000	L	1
Medpatch, ultimate	19	80,000	L	1

SERVICES

The following represent specialized and basic services available in most settlements.

COST OF LIVING

Standard of Living	Week	Month	Year
Subsistence	no cost	no cost	no cost
Comfortable	10 credits	40 credits	400 credits
Fine	300 credits	1,300 credits	16,000 credits
Extravagant	1,000 credits	4,300 credits	52,000 credits

SPELLCASTING

Having a spell cast for you requires finding a spellcaster who knows and is willing to cast it. It's harder to find someone who can cast higher-rank spells, and uncommon spells typically cost at least 100% more, if you can find someone who knows them at all. Spells that take a long time to cast (over 1 minute) usually cost 25% more. You must pay any cost listed in the spell in addition to the Price on the table.

SPELLCASTING SERVICES

Spell Rank	Price*	Spell Rank	Price*
1st	30 credits	6th	1,600 credits
2nd	70 credits	7th	3,600 credits
3rd	180 credits	8th	7,200 credits
4th	400 credits	9th	18,000 credits
5th	800 credits		

*Plus any cost required to cast the specific spell.

ARMOR

Armor increases your character's defenses, but some medium or heavy armor can hamper movement. If you want to increase your character's defense beyond the protection their armor provides, they can use a shield. When they're in a vacuum, their armor's environmental protections can keep them alive, enabling self-contained breathing and shielding them from the hazards of space. Armor and its environmental protections protect your character only while they're wearing it.

ARMOR CLASS

Your **Armor Class** (**AC**) measures how well you can defend against attacks. When a creature attacks you, your Armor Class is the DC for that attack roll.

Use your proficiency bonus for the category (light, medium, or heavy) or the specific type of armor you're wearing. If you're not wearing armor, use your proficiency in unarmored defense.

DONNING AND REMOVING ARMOR

Getting in and out of armor is time consuming—so make sure you're wearing it when you need it! Donning and removing armor are both activities involving many Interact actions. It takes 1 minute to don light armor, 5 minutes to don medium or heavy armor, and 1 minute to remove any armor.

ENVIRONMENTAL PROTECTION

The galaxy is a vast and wondrous place, with countless dangers and worlds within it, but space is inhospitable and incredibly deadly. Every type of modern armor has built-in environmental protections which, when activated, protect you from the vacuum of space. These protections allow you to survive for a few days if you must make repairs to the hull of a starship, explore an airless alien world, or endure exposure to an environmental breach while trapped inside a space station. Some armors do this through an environmental field (a minor force field specially tuned to protect from a vacuum that doesn't reduce damage from attacks), while others can be closed with helmets and airtight seals. While using your armor's environmental protections, your armor can protect you from the dangerous environmental effects of a vacuum and can facilitate self-contained breathing. This allows you to survive and breathe while within a thick or thin atmosphere, in a vacuum, or while submerged in liquid (the safety seals and rebreather offer no protection from the effects of damaging liquids, such as acid or lava). Armor protection doesn't protect you from smoke inhalation, inhaled poisons, toxic atmospheres, or corrosive atmospheres.

Armor environmental protections work only while within a thick or thin atmosphere, a vacuum, or non-hazardous liquid. In all other environments, armor is designed to cycle down, refill its air supply, and filter in the surrounding environment by entering low-power mode. This enables the armor to conserve power and air for unexpected emergencies, and to ensure its delicate systems are constantly operating at peak efficiency. To protect yourself from other environmental dangers, such as radiation, you can install armor upgrades into your armor's upgrade slots, as detailed on page 268.

Armor Protections: All armors, except those with the exposed trait, allow you to breathe and survive in a thick or thin atmosphere, a vacuum, or in non-hazardous underwater environments. This does not prevent inhaled toxins or similar effects from entering your armor's systems. Ancestries like kalo that require specific environmental conditions to survive can easily obtain or modify armor to suit these needs. The wearer can activate or deactivate an armor's protections with an Interact action. A suit of armor's environmental protections last for a number of days equal to its item level (minimum 1 day).

ACTIVATION AND DURATION

A suit of armor's environmental protections last for a number of days equal to its item level. Activating or deactivating these environmental protections takes a single Interact action if you're wearing the armor. Activating the environmental protections on a suit of armor worn by a willing creature takes 2 actions and has the manipulate trait. Thanks to built-in safeguards and security protocols, you can't turn off the environmental protections built into the armor of an unwilling creature.

The duration of armor's environmental protections is utilized in 1-day increments. Recharging this duration requires access to a functioning starship or an environment recharging station (publicly available in most technologically advanced or technologically average settlements) and takes 10 minutes. Most of the recharging stations that replenish devices, such as batteries (page 267), also recharge armor's environmental protections, and using them to recharge suits is typically free of charge. Other functions of the armor that do not have a duration still work normally.

ARMOR STATISTICS

The Armor table (page 248) provides the statistics for the various forms of protection without wearing armor and for suits of armor that can be purchased and worn, organized by category. The columns in the table provide the following statistics.

CATEGORY

The armor's category—unarmored, light armor, medium armor, or heavy armor—indicates which proficiency bonus you use while wearing the armor.

AC BONUS

This number is the item bonus you add for the armor when determining Armor Class.

DEXTERITY MODIFIER CAP (DEX CAP)

This number is the maximum amount of your Dexterity modifier that can apply to your AC while you are wearing a given suit of armor. For example, if you have a Dexterity modifier of +4 and you are wearing commercial defrex hide, you apply only a +2 bonus from your Dexterity modifier to your AC while wearing that armor.

CHECK PENALTY

While wearing your armor, you take this penalty to Strength- and Dexterity-based skill checks, except for those that have the attack trait. If you meet the armor's Strength threshold (see Strength below), you don't take this penalty.

SPEED PENALTY

While wearing armor, you take the penalty listed in this entry to your Speed, as well as to any other movement types you have, such as a climb Speed or swim Speed, to a minimum Speed of 5 feet. If you meet the armor's Strength threshold (see below), you reduce the penalty by 5 feet.

STRENGTH

This entry indicates the Strength modifier at which you are strong enough to overcome some of the armor's penalties. If your Strength modifier is equal to or greater than this value, you no longer take the armor's check penalty, and you decrease the Speed penalty by 5 feet (to no penalty if the penalty was –5 feet, or to a –5-foot penalty if the penalty was –10 feet).

BULK

This entry gives the armor's Bulk, assuming you're wearing the armor and distributing its weight across your body. A suit of armor that's carried usually has 1 more Bulk than what's listed here (or 1 Bulk total for armor of light Bulk). An armor's Bulk is increased or decreased if it's sized for creatures that aren't Small or Medium in size, following the rules on page 235.

UPGRADES

Armor can be customized with upgrades, which include technological armor modifications and magic armor fusions. This indicates how many upgrades the armor can Install.

GROUP

Each type of clothing and armor belongs to an armor group, which classifies it with other armor of similar a type, material, and construction. Some abilities reference armor groups, typically to grant armor specialization effects, as described on page 246.

ARMOR TRAITS

The traits for each suit of armor appear in this entry. Armor can have the following traits.

Analog: While this armor eschews advanced electronics, computers systems, and electric power sources, it was manufactured and calibrated using the latest advanced technology and modern materials. This armor is immune to abilities that target technology. Armor runes (*Pathfinder GM Core* 226) don't function on this armor unless this armor also has the archaic trait. Analog armor usually has the exposed trait.

Archaic: This armor is crafted using traditional methods and materials. All armors from Pathfinder have the archaic trait. Armor runes (*Pathfinder GM Core* 226) function normally with archaic armor.

Bulwark: This armor covers you so completely that it provides benefits against some damaging effects. On Reflex saves to avoid a damaging effect, such as a commercial frag grenade or *overheat*, you add a +3 modifier instead of your Dexterity modifier.

Comfort: This armor is so comfortable that you can rest normally while wearing it.

Exposed: This armor doesn't come with environmental protections. All archaic armor has the exposed trait.

Flexible: The armor is flexible enough that it doesn't hinder most actions. You don't apply its check penalty to Acrobatics or Athletics checks.

Noisy: This armor is loud or awkward and likely to alert others to your presence. The armor's check penalty applies to Stealth checks even if you meet the required Strength modifier.

Ponderous: The armor has moving parts or other complications that lengthen the wearer's initial reaction time. While wearing the armor, you take a –1 item penalty to initiative rolls. If you don't meet the armor's required Strength score, this penalty increases to be equal to the armor's check penalty if it's worse.

Resilient: This armor has been developed with several integrated recalibration and defensive systems. While wearing this armor, you gain an item bonus to saving throws equal to the listed value.

Tech: This armor incorporates electronics, computer systems, integrated power sources, and a comm unit.

DAMAGING ARMOR

Your armor's statistics are based on the materials they're composed of and the means of construction—their armor group. It's not likely your armor will take damage, as explained in Item Damage on page 236.

Material	Hardness	HP	BT
Ceramic	5	20	10
Chain	9	36	18
Cloth	1	4	2
Composite	7	28	14
Leather	4	16	8
Plate	9	36	18
Polymer	3	12	6

ARMOR SPECIALIZATION EFFECTS

Certain class features can grant you additional benefits with certain armors. This is called an armor specialization effect. The exact effect depends on which armor group your armor belongs to, as listed below. Only medium and heavy armors have armor specialization effects.

Ceramic: Delicate yet sturdy, treated ceramic plating is common on spacesuits. It resists heat and other environmental hazards and is lightweight enough to fit into. You gain resistance to acid, cold, fire, and electricity damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

Chain: This armor is so flexible it can bend with a critical hit and absorb some of the blow. Reduce the damage from critical hits by either 4 + the armor's resilience value for medium armor, or 6 + the armor's resilience value for heavy armor. This can't reduce the damage to less than the damage rolled for the hit before doubling for a critical hit.

Composite: The numerous overlapping pieces of this armor protect you from piercing attacks. You gain resistance to piercing damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

Leather: The thick second skin of the armor disperses blunt force to reduce bludgeoning damage. You gain resistance to bludgeoning damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

Plate: The sturdy plate provides no purchase for a cutting edge. You gain resistance to slashing damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

Polymer: This flexible armor protects you from dispersed heat and force. You gain resistance to area damage equal to 1 + the armor's resilience value for medium armor, or 2 + the armor's resilience value for heavy armor.

ARMOR DESCRIPTIONS

Each type of armor is described in more detail below.

Abadarcorp Travel Suit: AbadarCorp executives popularized these armored business suits for boardrooms and battle. Contingent force fields and concealed plating protect the wearer in hostile situations. Higher grades of travel suits offer more protection—along with a designer label.

Aegis Series: Aegis armor suits are starmetal-infused shells that encase the wearer entirely, including an attached visorless helmet that's often sculpted into a custom style. Sensors built into the suit feed sensory information to the wearer, and powered limbs aid maneuvers. Movement in an aegis suit is clumsy, but powerful.

Armored Coat: This overcoat is made of real or synthetic leather and reinforced with armored plates. Armored coats are often tailor-made to match the wearer's personal style. Standard versions are issued to military officers as part of their uniforms.

Carbon Skin: This form-fitting suit of carbon fiber encases the body. Most are usually dull-gray, functional garments, while pricier, bespoke suits dazzle like diamonds.

Defiance Series: This squad armor is a molded shell of reinforced polycarbon with a helmet and retractable visor.

Defrex Hide: Made from the hide of a ferocious mammal native to Vesk-2, this medium armor is especially popular among vesk. Tanned slabs of the creature's thick hide are stitched together with metal wires, and the joints are reinforced with metal studs or scales.

Estex Suit: This bulky flight suit is reinforced with thin polycarbon panels sewn between layers of tactical fabric.

Flight Suit: This comfortable coverall is made from lightweight thermal fabric and often adorned with patches displaying personal insignia, military rank, or even favorite bands or sports teams.

Freebooter Armor: Freebooter armor is named for the pirates and outlaws who often wear these outfits. Freebooter armor typically consists of a breastplate worn under a jacket or flight suit, heavy boots and gloves, a helmet, and hidden straps and holsters for concealing weapons.

Hardlight Series: A projector fastened to a belt or lapel encases the wearer's body in this shimmering hardlight shell. Military-issue hardlight armor follows a predictable standard, but private users enjoy a range of customizable fashion options.

Hidden Soldier Armor: This suit of heavy armor features a slitted helmet that reveals only the wearer's eyes. This high-tech ceramic suit consists of breastplate, shoulder guards, bracers, and greaves that flex with the body's movements.

Kyokor Plating: This armor incorporates a full-coverage polycarbon suit studded with ports and sockets and layered with plates from Daimalko's infamous colossi. Kyokor plating comes with boots, gloves, and a helmet with a clear visor.

Microcord Armor: This light armor is woven from ultralight fibers that flex with a wearer's movements but turn hard as steel on impact.

Quilted Armor: This armor is made of layered fabrics stitched together and is popular with scavengers. On Akiton, some suits of quilted armor are actually constructed of heirloom blankets and garments repurposed for protection.

Second Skin: Soft but resilient fabric contours perfectly to the wearer's body, offering basic protection without sacrificing comfort. Second skin is commonly worn underneath casual clothing.

Shotalashu Armor: Flexible but sturdy plates layered together form this traditional armor worn by lashunta cavalry on Castrovel. In times past, a shotalashu cavalry member forged their armor from their mount's shed skin, or more rarely, the skin of a fallen mount, to honor them in future battles. Synthetic imitations are fashionable on some parts of Castrovel.

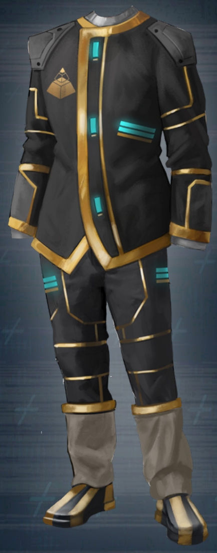
Skyfire Armor: These decorative suits of medium armor feature exaggerated shoulder guards, stylized dragon wings, and draconic emblems across the breastplate's back and chest. Skyfire armor is often plated with gold or other attractive metals, sacrificing upgrade space for style.

Swarmsuit: Specialized nanites form a mesh suit that shifts to fit wearers with unique or transformable physiologies.

Tempweave: Tempweave suits are reinforced hooded garments woven with thermal fabric and venting wires, popularly worn for trips to humid climates like the jungles of Castrovel or Pulonis.

Thinplate: This sleek but rigid plate armor is often constructed from translucent materials to show off a wearer's dermal circuitry and worn under baggy clothing.

Veskarium Imperial Plate: This heavy armor is made of interlocking metal plates contoured to the wearer's body with a scaled pattern. Tailguards and clawed gloves are standard for this armor.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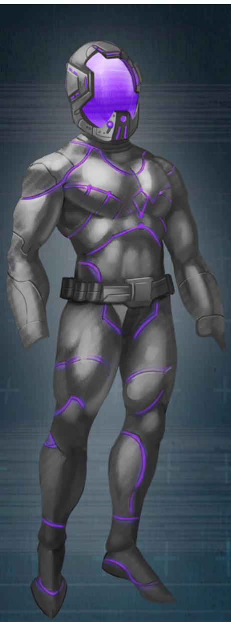
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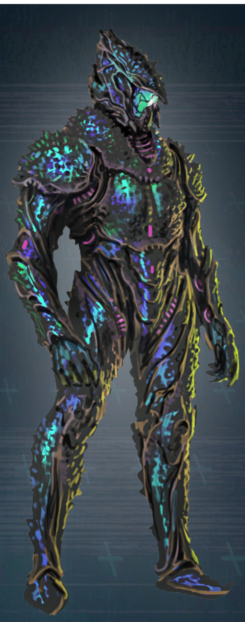
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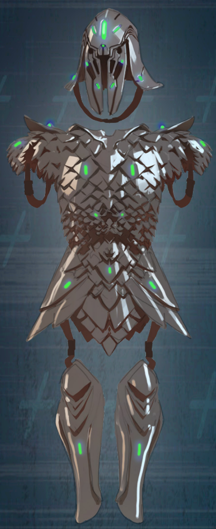
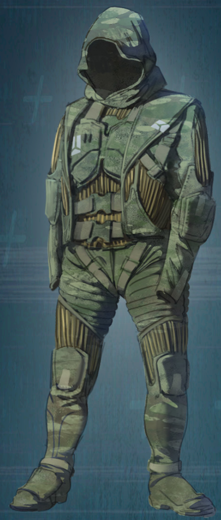

SHOTALASHU ARMOR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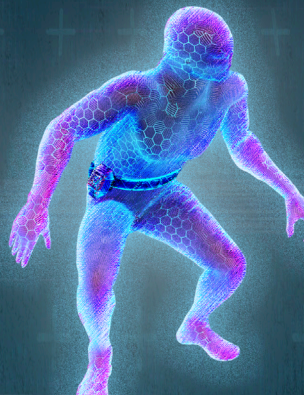
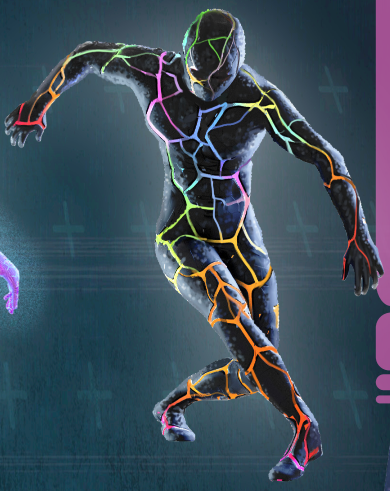

HARDLIGHT SERIES


MICROCORD ARMOR

UNARMORED

Armor	Item Level	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Bulk	Upgrades	Group	Armor Traits
No armor	–	–	+0	–	–	–	–	–	–	Exposed
Flight Suit	1	10	+0	+5	–	–	L	0	Cloth	Analog, Comfort

LIGHT ARMOR

Armor (Commercial)	Item Level	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Upgrades	Group	Armor Traits
Abadarcorp Travel Suit	0	10	+1	3	–	–	+0	L	2	Cloth	Exposed, tech
Armored Coat	0	20	+2	2	–1	–	+2	1	1	Leather	Comfort, flexible, tech
Carbon Skin	0	30	+1	4	–1	–	+0	1	1	Polymer	Tech
Estex Suit	0	30	+1	3	–1	–	+1	L	1	Cloth	Comfort, flexible, tech
Hardlight Series	0	50	+2	3	–1	–	+1	1	1	Chain	Flexible, noisy, tech
Microcord Armor	0	25	+2	3	–1	–	+1	1	1	Polymer	Tech
Quilted Armor	0	15	+2	2	–1	–	+1	1	1	Cloth	Comfort, tech
Second Skin	0	20	+1	4	–1	–	+0	L	0	Polymer	Comfort, flexible, tech
Tempweave	0	45	+1	4	–1	–	+0	1	1	Composite	Tech

MEDIUM ARMOR

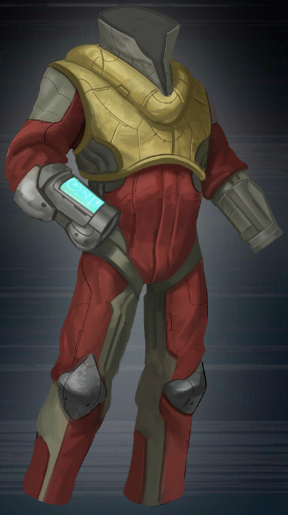
Armor (Commercial)	Item Level	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Upgrades	Group	Armor Traits
Defrex Hide	0	25	+3	2	–2	–5	+2	2	1	Leather	Tech
Freebooter Armor	0	65	+4	1	–2	–5	+3	2	1	Plate	Tech
Shotalashu Armor	0	40	+3	2	–2	–5	+2	2	1	Composite	Tech
Skyfire Armor	0	60	+3	2	–2	–5	+1	1	0	Ceramic	Flexible, tech
Swarmsuit	0	75	+4	1	–2	–5	+3	2	1	Chain	Flexible, noisy, tech

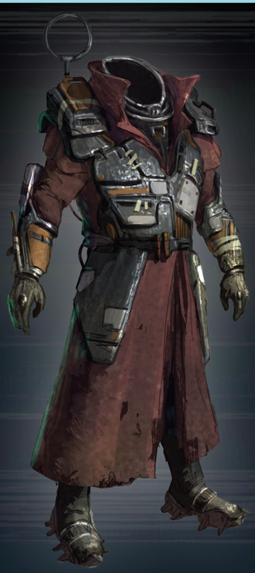
HEAVY ARMOR

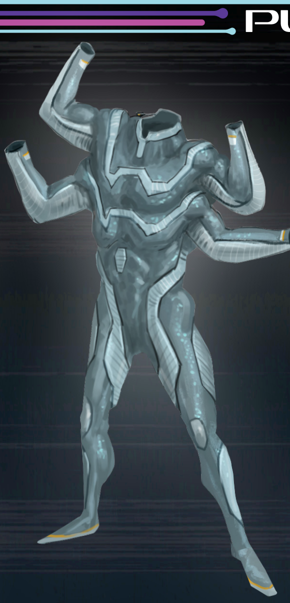
Armor (Commercial)	Item Level	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Upgrades	Group	Armor Traits
Aegis Series	0	300	+6	0	–3	–10	+3	3	0	Plate	Bulwark, tech
Defiance Series	0	200	+5	1	–3	–10	+3	3	1	Plate	Tech
Hidden Soldier Armor	0	285	+5	1	–3	–10	+4	3	1	Ceramic	Bulwark, tech
Kyokor Plating	0	250	+6	0	–3	–10	+4	4	1	Plate	Bulwark, tech
Thinplate	0	275	+5	1	–3	–10	+3	3	1	Composite	Tech
Veskarium Imperial Plate	0	325	+6	0	–3	–10	+4	5	1	Composite	Bulwark, tech

ARMOR IMPROVEMENTS

Grade	Level	Improvement Price	Total Price	Upgrades	AC Bonus Increase	Traits
Commercial	0	–	–	–	+0	–
Tactical	5	+1,600 credits	1,600 credits	+1	+1	–
Advanced	8	+3,400 credits	5,000 credits	+1	+1	Resilient +1
Superior	11	+9,000 credits	14,000 credits	+2	+2	Resilient +1
Elite	14	+31,000 credits	45,000 credits	+2	+2	Resilient +2
Ultimate	18	+195,000 credits	240,000 credits	+3	+3	Resilient +2
Paragon	20	+460,000 credits	700,000 credits	+3	+3	Resilient +3


ESTEX SUIT


FREEBOOTER ARMOR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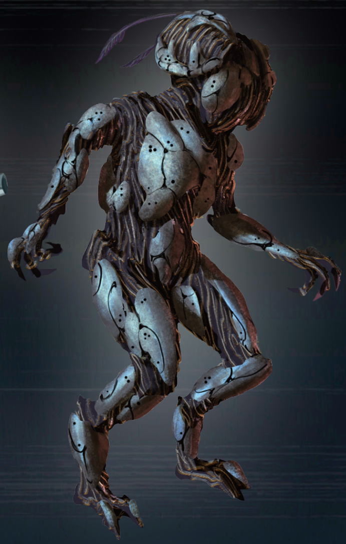
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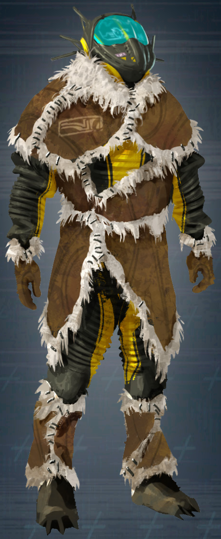
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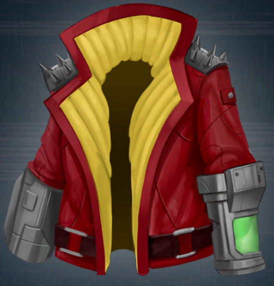
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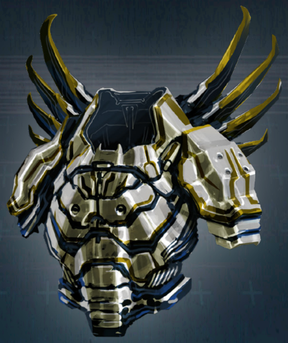
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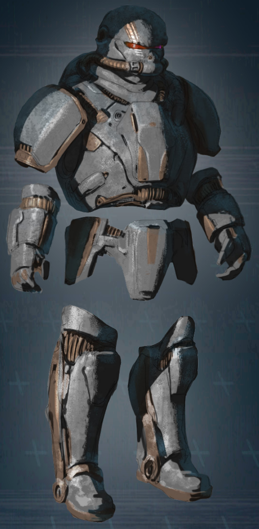
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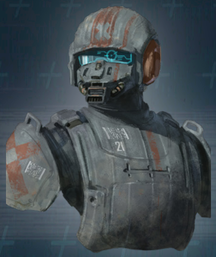
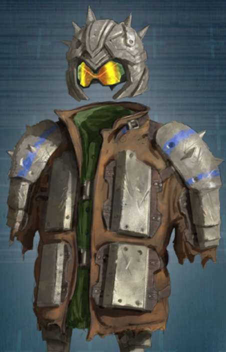

DEFIANCE SERIES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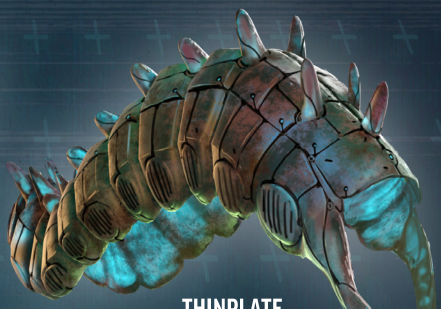
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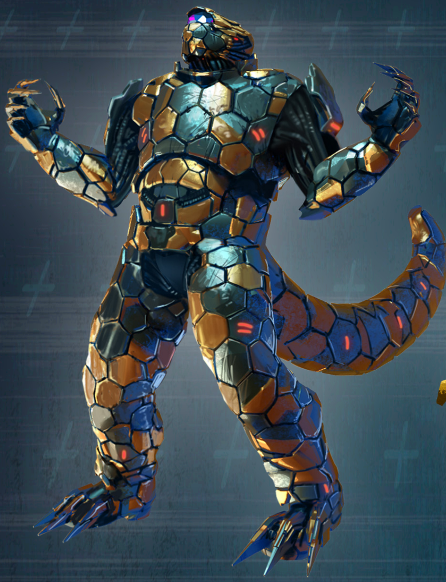
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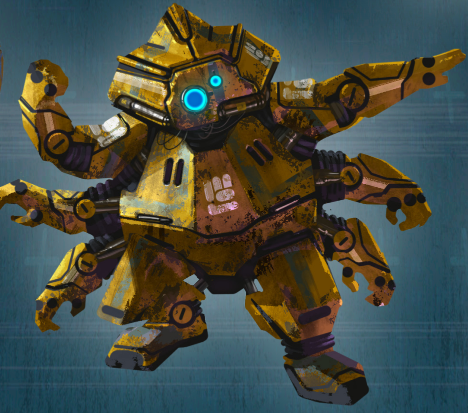
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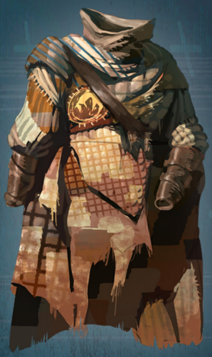

QUILTED ARMOR

SHIELDS

A shield can increase your character's defense beyond the protection their armor provides. Your character must be wielding a shield in one hand to make use of it, and it grants its bonus to AC only if they use an action to Raise a Shield. This action grants the shield's bonus to AC as a circumstance bonus until their next turn starts. A shield's Speed penalty applies whenever your character is holding the shield, whether they have raised it or not.

Raise a Shield is the action most commonly used with shields. Most shields must be held in one hand, so you can't hold anything with that hand and Raise a Shield, and you lose its benefits if that hand is no longer free. A compact shield and an irising shield don't take up your hand, so you can Raise a Shield with a compact shield or irising shield if the hand is free or if it's holding a light object that's not a weapon. You lose the benefits of Raise a Shield if that hand no longer meets these conditions. Irising shields and phase shields only count as a shield when deployed, as noted in their description. You can't Raise a Shield with an irising shield or phase shield unless it's deployed.

When you have a riot shield or mobile bulwark raised, you can use the Take Cover action (page 410) to increase the circumstance bonus to AC to +4. This lasts until the shield is no longer raised or until any of the normal conditions that end Take Cover occur, whichever comes first. If you would provide lesser cover against an attack, having your riot shield or mobile bulwark raised provides standard cover against it (and other creatures can Take Cover as normal using the cover from your shield).

If you have access to the Shield Block reaction (from your class or from a feat), you can use it while Raising your Shield to reduce the damage you take by an amount equal to the shield's Hardness. Both you and the shield then take any remaining damage.

SHIELD STATISTICS

Shields have statistics that follow the same rules as armor: Price, Speed Penalty, and Bulk. See page 245 for the rules for those statistics. Their other statistics are described here.

AC BONUS

A shield grants a circumstance bonus to AC, but only when the shield is raised. This requires using the Raise a Shield action, found on page 411.

HARDNESS

Whenever a shield takes damage, the amount of damage it takes is reduced by this amount. This number is particularly relevant for shields because of the Shield Block feat (page 228). The rules for Hardness appear on page 236.

HP (BT)

This column lists the shield's Hit Points (HP) and Broken Threshold (BT). These measure how much damage the shield can take before it's destroyed (its total HP) and how much it can take before being broken and unusable (its BT). These matter primarily for the Shield Block reaction.

ATTACKING WITH A SHIELD

A shield can be used as a martial weapon for attacks, using the statistics listed for a shield bash on the Martial Melee Weapons table (page 264). The shield bash is an option only for shields that weren't designed to be used as weapons. A shield can't have armor or weapon upgrades added to it.

SHIELD TRAITS

Shields can have the following traits.

Analog: This shield eschews advanced electronics, computers systems, and electric power sources, but was manufactured and calibrated using advanced technology. This shield is immune to abilities that target technology. Shield runes (*Pathfinder GM Core* 232) don't function on this shield unless this shield also has the archaic trait.

Archaic: This shield is crafted using traditional methods and materials but isn't suitable for withstanding attacks from modern weapons. All shields from Pathfinder have the archaic trait. Shield runes (*Pathfinder GM Core* 232) function normally with archaic shields.

Compact: You can Raise a Shield with your compact shield as long as you have that hand free or are holding, but not wielding, a light object in that hand.

Hefty: This shield is so heavy that raising it takes more effort. Raising a Shield with the hefty trait is a 2-action activity unless your Strength modifier equals or exceeds the number with the trait. A hefty shield grants its wielder standard cover.

Installed: Some shields aren't held but are installed as armor or weapon upgrades. You can Raise a Shield installed as an armor upgrade as normal. Shields can be installed only into weapons with the parry trait. When you use a parry weapon with a shield upgrade to get a

SHIELDS

Shield	Level	Price	AC Bonus[1]	Speed Penalty	Bulk	Hardness	HP (BT)	Traits
Carbon shield, commercial	0	25	+2	–	1	5	20 (10)	Analog
Compact shield, commercial	0	15	+1	–	L	4	8 (4)	Analog, compact
Deflecting field, commercial	0	10	+1	–	–	2	4 (2)	Installed, tech
Irising shield, commercial	0	10	+1	–	L	3	6 (3)	Retractable, tech
Mobile bulwark, commercial	0	200	+3/+4[2]	–10 ft.	4	6	24 (12)	Analog, hefty +2
Phase shield, commercial	0	20	+2	–	–	5	10 (5)	Retractable, tech
Riot shield, commercial	0	100	+2/+4[2]	–5 ft.	2	5	20 (10)	Analog

[1] Gaining a shield's circumstance bonus to AC requires using the Raise a Shield action (found on page 411).

[2] Getting the higher bonus for a mobile bulwark or riot shield requires using the Take Cover action (page 410) while the shield is raised.

SHIELD IMPROVEMENTS

Grade	Level	Upgrade Price	Total Value[1]	Hardness	HP	BT
Commercial	0	–	–	–	–	–
Tactical	5	+750 credits	750 credits	+3	+46	+23
Advanced	8	+2,250 credits	3,000 credits	+3	+56	+28
Superior	11	+6,000 credits	9,000 credits	+3	+68	+34
Elite	14	+16,000 credits	25,000 credits	+5	+80	+40
Ultimate	18	+55,000 credits	80,000 credits	+6	+100	+50
Paragon	20	+240,000 credits	320,000 credits	+7	+120	+60

[1] Total value does not include the price of the base commercial shield.

bonus to your AC, the shield upgrade emits an inertial dampening barrier, and you automatically Raise a Shield. You can't Raise a Shield installed as a weapon upgrade any other way. If you use the weapon for any other purpose, the shield is no longer raised, and you no longer receive a bonus to your AC.

Retractable: This shield can collapse into a smaller form attached to an armguard, gauntlet, glove, or jewelry for ease of travel and to free up hands. You can use an Interact action to deploy or retract the shield. You can't Raise a Shield if the shield is retracted. While the shield is deployed, it has the compact trait.

Tech: This shield incorporates electronics, computer systems, and integrated power sources.

SHIELD DESCRIPTIONS

Each type of shield is described in more detail below. Designer versions of even the most basic shields are available, often tailored to match a wielder's aesthetic—irising shields molded to look like flowers or sunbursts, deflecting shields with a kaleidoscope effect, phase shields that project custom images, and decorated riot shields are some of the most popular custom options.

Carbon Shield: This durable yet lightweight defensive plate comes in a variety of shapes and sizes, and it's often customized with LED displays that broadcast personal insignia or an organization's colors and symbols.

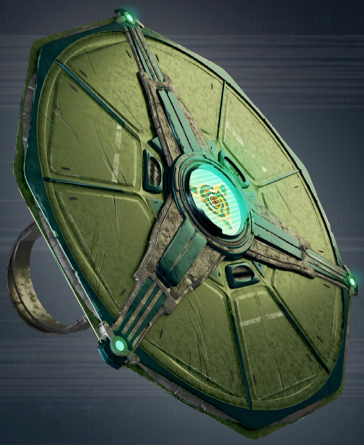
Compact Shield: This sleek shield is a favorite of operatives and other mobile combatants. It's most common design is a polycarbon panel contoured to fit snugly over a forearm or other limb.

Deflecting Field: This shield isn't held—instead, it's installed as an armor or weapon upgrade. A deflecting field appears as a translucent panel integrated into the upgraded item and creates a temporary protective hardlight barrier when activated.

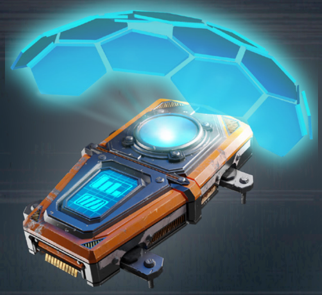
Irising Shield: An irising shield is made of flexible polycarbon with a retractable design. When retracted, an irising shield looks like a decorative bangle, gauntlet, or glove. When deployed, its panels flare out and form a miniature circular shield.

Mobile Bulwark: This bulky shield is advertised as the ultimate protection in battle for those strong enough to hoist them. Mobile bulwarks create an iconic rectangular silhouette and are popular with heavily armored mercenaries and soldiers, notably among the Veskarium military and some orders of Hellknights. A mobile bulwark is often constructed of carbon steel, with a transparent aluminum view port.

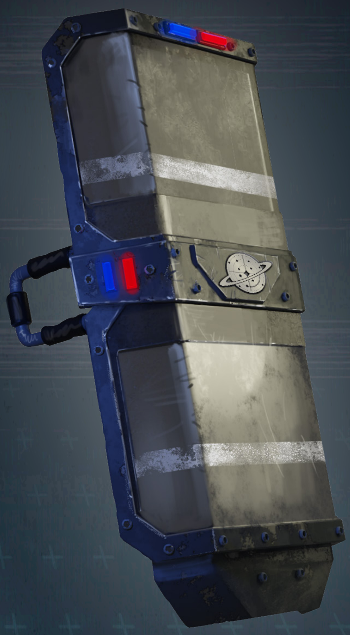
Phase Shield: A phase shield is an intricate but durable technological device often worn strapped to a limb or belt that projects a protective hardlight barrier when deployed. Phase shields are translucent and tinted, with a wide variety of fully customizable colors and image projectors. Many wielders choose an image of a favorite celebrity,



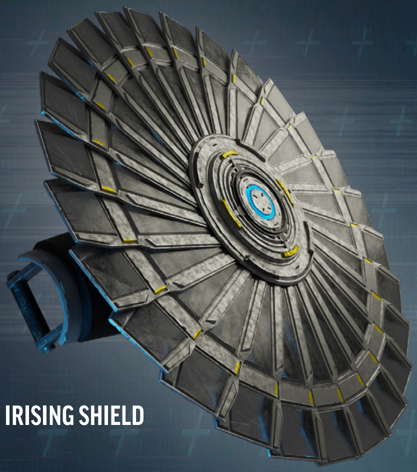
CARBON SHIELD



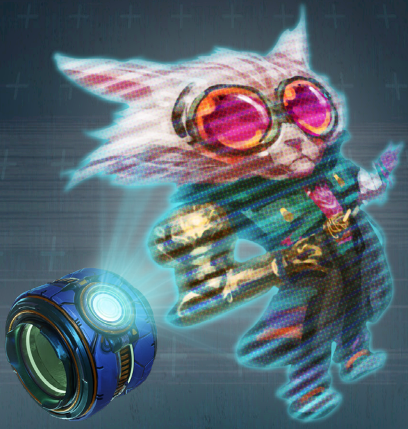
DEFLECTING FIELD



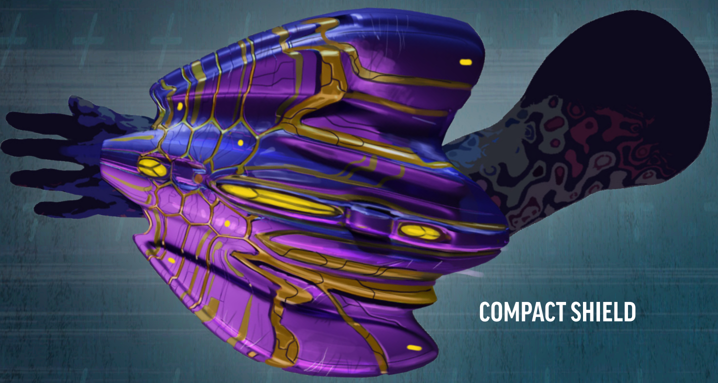
RIOT SHIELD



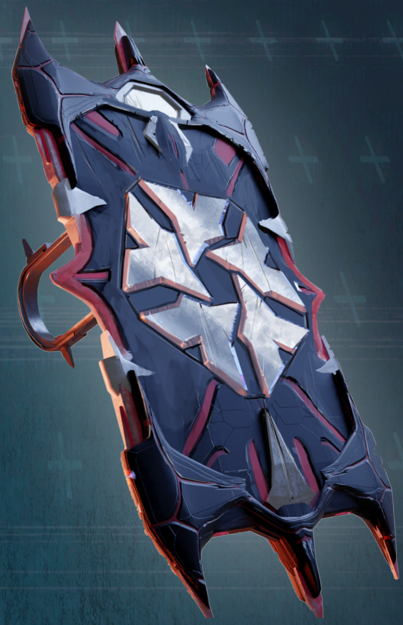
IRISING SHIELD



PHASE SHIELD



COMPACT SHIELD



MOBILE BULWARK

loved one, or pleasant scenery to bolster their fighting spirit in a dire situation.

Riot Shield: Riot shields are constructed from sheets of transparent aluminum reinforced with nanocarbon panels layered over polymers or resins. These sleek but sturdy shields are designed to protect most of the wielder's body when raised while allowing them to march in tight tactical formations. Sometimes they're transparent to allow inexperienced wielders to see the other side while the shield is raised, but most experienced warriors have no problem seeing around these shields, and the transparent material quickly becomes too scuffed to see through after a few hits.

WEAPONS

Most characters in Starfinder carry weapons, ranging from simple sidearms and tactical rifles to powered tri-bladed axes called doshkos. Full details on how you calculate the bonuses, modifiers, and penalties for attack rolls and damage rolls are given on pages 392–394 and 398–399, but they're summarized here, followed by the rules for weapons and dozens of weapon choices.

ATTACK ROLLS

When making an attack roll, determine the result by rolling 1d20 and adding your attack modifier for the weapon or unarmed attack you're using. Modifiers for melee and ranged attacks are calculated differently.

Bonuses and penalties apply to these rolls, just like with other types of checks. Weapons with the tracking trait (page 258) add an item bonus to your attack rolls, improving your ability to hit targets.

Melee attack roll result = d20 roll + Strength modifier (or optionally Dexterity modifier for a finesse weapon) + proficiency bonus + other bonuses + penalties

Ranged attack roll result = d20 roll + Dexterity modifier + proficiency bonus + other bonuses + penalties

MULTIPLE ATTACK PENALTY

If you use an action with the attack trait more than once on the same turn, your attacks after the first take a penalty called a multiple attack penalty. Your second attack takes a –5 penalty, and any subsequent attacks take a –10 penalty.

The multiple attack penalty doesn't apply to attacks you make when it isn't your turn (such as attacks made as part of a reaction). You can use a weapon with the agile trait (page 255) to reduce your multiple attack penalty.

DAMAGE ROLLS

When the result of your attack roll with a weapon or unarmed attack equals or exceeds your target's AC, you hit your target! Roll the weapon or unarmed attack's damage die and add the relevant modifiers, bonuses, and penalties to determine the amount of damage you deal. Calculate a damage roll as follows (full details are on page 398).

Melee damage roll = damage die of weapon or unarmed attack + Strength modifier + bonuses + penalties

Ranged damage roll = damage die of weapon (+ Strength modifier for a thrown weapon or half Strength modifier for a propulsive weapon) + other bonuses + penalties

Ranged weapons don't normally add an attribute modifier to the damage roll, though thrown weapons add your full Strength modifier. At higher levels, most characters also gain extra damage from weapon specialization. Improved versions of weapons also deal more damage.

CRITICAL HITS

When you make an attack and succeed with a natural 20 (the number on the die is 20), or if the result of your attack exceeds the target's AC by 10, you achieve a critical success (also known as a critical hit).

If you critically succeed at a Strike, your attack deals double damage (page 410). Other attacks, such as spell attack rolls and some uses of the Athletics skill, describe the specific effects that occur when their outcomes are critical successes.

UNARMED ATTACKS

Almost all characters start out trained in unarmed attacks. You can Strike with your fist or another body part, calculating your attack and damage rolls in the same way you would with a weapon. Unarmed attacks can belong to a weapon group (page 255), and they might have weapon traits (page 255). However, unarmed attacks aren't weapons, and effects and abilities that work with weapons never work with unarmed attacks unless they specifically say so.

The unarmed attacks table (page 264) lists the statistics for an unarmed attack with a fist, though you'll usually use the same statistics for attacks made with any other parts of your body. Certain ancestry feats, class features, and spells give access to special, more powerful unarmed attacks such as tails or claws. Details for those unarmed attacks are provided in the abilities that grant them.

IMPROVISED WEAPONS

If you attack with something that wasn't built to be a weapon, such as a chair or a vase, you're making an attack

DAMAGE DICE

Each weapon lists the damage die used for its damage roll. Improved versions of a weapon can deal multiple dice of damage.

Counting Damage Dice

Effects based on a weapon's number of damage dice include only the weapon's damage die. They don't count extra dice from abilities, critical specialization effects, weapon fusions, weapon traits, or the like.

Increasing Die Size

When an effect calls on you to increase the size of your weapon damage dice, instead of using its normal weapon damage dice, use the next larger die, as listed below (so if you were using a d4, you'd use a d6, and so on). If you are already using a d12, the size is already at its maximum. You can't increase your weapon damage die size more than once.

1d4 » 1d6 » 1d8 » 1d10 » 1d12

with an improvised weapon. Improvised weapons are simple weapons. You take a –2 item penalty to attack rolls with an improvised weapon. The GM determines the amount and type of damage the attack deals, if any, as well as any weapon traits the improvised weapon should have.

WEAPON STATISTICS

Each of the weapons in the weapon tables (pages 264–267) lists the statistics for various melee and ranged weapons that you can purchase. The tables present the following statistics.

DAMAGE

This entry lists the weapon's damage die and the type of damage it deals: B for bludgeoning, P for piercing, or S for slashing. Some weapons also deal other damage types: A for acid, C for cold, E for electricity, F for fire, M for Mental, Po for Poison, So for sonic, or V for void.

RANGE

Ranged and thrown weapons have a range increment. Attacks with these weapons work normally up to that distance. Attack rolls beyond a weapon's range increment take a –2 penalty for each additional multiple of that increment between you and the target. Attacks beyond the sixth range increment are impossible.

For example, a commercial semi-auto pistol takes no penalty against a target up to 60 feet away, a –2 penalty against a target beyond 60 feet but up to 120 feet away, a –4 penalty against a target beyond 120 feet but up to 180 feet away, and so on, up to 360 feet.

RELOAD

While all weapons need some amount of time to get into position, many ranged weapons also need to be loaded and reloaded. This entry indicates how many Interact actions it takes to reload a weapon's magazine (see below). This can be 0 if drawing specialized ammunition and firing the weapon are part of the same action. If an item takes 2 or more actions to reload, the GM determines whether they must be performed together as an activity, or if you can spend some of those actions during one turn and the rest during your next turn.

An item with an entry of "–" must be drawn to be thrown, which usually takes an Interact action just like drawing any other weapon. Reloading a ranged weapon and drawing a thrown weapon both require a free hand. Switching your grip to free a hand and then to place your hands in the grip necessary to wield the weapon are both included in the actions you spend to reload a weapon.

BULK

This entry gives the weapon's Bulk. A weapon's Bulk is increased or decreased if it's sized for creatures that aren't Small or Medium size, following the rules on page 235.

HANDS

Some weapons require one hand to wield, and others require two. Weapons requiring two hands typically deal more damage. Some one-handed weapons have the two-hand trait, causing them to deal a different size of weapon damage die when used in two hands. In addition, some abilities require you to wield a weapon in two hands. You meet this requirement while holding the weapon in two hands, even if it doesn't require two hands or have the two-hand trait.

Multi-Armed Characters: Characters that have more than two hands, like kasathas, can hold more items and weapons than typically expected. Performing actions with multiple pairs of arms concurrently is a challenge and can't be done without intensive training. You must designate a pair of hands as your active hands. You can change this designation from one pair of hands to another by taking the Switch Hands action. Some feats can adjust your skill with multiple hands. You can only attack with weapons wielded in your active hands.

SWITCH HANDS ◆

You designate a pair of limbs as your active hands. You can only have one pair of hands designated as your active hands at a time.

MAGAZINE

Many ranged weapons have magazines (or take batteries) to allow for multiple shots in rapid succession without the need to reload. The magazine of a weapon indicates how much ammunition it can hold. Weapons listed with charges represent battery-powered weapons. These weapons hold charges equal to the maximum charges of each battery and can use batteries up to the same grade as a weapon (so a tactical weapon can use a commercial or tactical battery). Some weapons instead utilize chemicals (chems), which are sold in tanks and otherwise function as batteries. Chemicals can't be recharged, and new chems must be purchased after a tank is expended. Most projectile weapons have magazines that hold a maximum number of projectiles, which act as ammunition. Depending on the specific type of weapon, projectiles could be bolts, darts, flechettes, rounds, or other appropriate ammunition. Most projectile weapons use rounds, while most injection weapons use darts. Ammunition is purchased separately from a weapon, at a cost of 10 projectiles per credit.

EXPEND

This indicates how much ammunition is consumed with each ranged Strike you make with the weapon. Anytime the weapon is fired, the ammunition in its magazine is lowered by the number indicated. Other abilities might cite the use of expend as the amount of ammo required to complete the action.

UPGRADES

Weapons can be customized with upgrades, which include technological weapon modifications and magical weapon fusions. This indicates how many upgrades the weapon can utilize. You can find more about weapon upgrades on page 272.

GROUP

A weapon or unarmed attack's group classifies it with similar weapons. Groups affect some abilities and what the weapon does on a critical hit if you have access to that weapon or unarmed attack's critical specialization effects; for full details, see page 258.

WEAPON TRAITS

The traits a weapon or unarmed attack has are listed in this entry. Any trait that refers to a "weapon" can also apply to an unarmed attack that has that trait.

WEAPON TRAITS

Weapons and unarmed attacks with the weapon trait can have the following traits.

Aeon: You can fit one *aeon stone* or *spell gem* into this weapon with a single Interact action. While you possess the weapon with an *aeon stone* in its indentation, you gain all the benefits of the *aeon stone* as if it were orbiting your head. While the weapon has a *spell gem* attached, you gain a number of bonus battery charges equal to the *spell gem*'s item level × 5. These charges regenerate during your daily preparations. In addition, you can use the *spell gem* while wielding the weapon, though using the gem in this manner still destroys it.

Agile: The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Analog: This weapon eschews advanced electronics, computers systems, and electric power sources but was manufactured and calibrated using advanced technology. This weapon is immune to abilities that target technology. Weapon runes (see *Pathfinder GM Core*) don't function on this weapon unless this weapon also has the archaic trait.

Arc: The attack arcs to the closest enemy creature within 10 feet of the initial target. If the secondary target's AC is lower than your attack roll result, you deal electricity damage to that creature equal to 1 per weapon damage die.

Archaic: This trait is applied to weapons crafted using traditional methods and materials. All weapons from the Pathfinder Roleplaying Game have the archaic trait. Weapon runes (see *Pathfinder GM Core*) function normally with archaic weapons, but these weapons have no upgrade slots.

Area (burst, cone, line): Weapons with this trait can only fire using the Area Fire action.

> **Area Fire** ◆◆ (area, attack) You attempt to hit each creature in a designated area, which has a range equal to the weapon's range increment (for cone or line) or a designated radius of the explosion (for burst). For burst, you can position the center point anywhere within your first range increment. Any creatures in the area must succeed at a basic Reflex save against your class DC plus the tracking value of the weapon (you don't roll an attack roll). This damage is area damage. Creatures who critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Area Fire has an expend equal to the value listed on the weapon.

Automatic: In addition to a normal Strike, you can fire this weapon using the Auto-Fire action.

> **Auto-Fire** ◆◆ (area, attack) You attempt to hit each creature in a cone with a range equal to half the weapon's range increment without making an attack roll. Any creature in the area takes weapon damage (basic Reflex save against your class DC plus the tracking value of the weapon). This damage is area damage. Creatures that critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Auto-Fire has an expend equal to the number of targets in the area × 2.

Backstabber: When you hit an off-guard creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 for a +3 tracking weapon.

Backswing: You can use the momentum from a missed attack with this weapon to lead into your next attack. After missing with this weapon on your turn, you gain a +1 circumstance bonus to your next attack with this weapon before the end of your turn.

Boost: You can charge up a weapon with this special property with an Interact action to add an additional damage die of the listed size to the next attack you make with the weapon. The damage from this trait increases to 2 dice for advanced-grade and superior-grade weapons, 3 dice for elite-grade and ultimate-grade weapons, and 4 dice for paragon-grade weapons. On a critical hit, roll these after doubling the weapon's damage. Multiple boosts have no effect.

Breakdown: This weapon can be taken apart into multiple small pieces. While broken down, the weapon is treated as a small object with light Bulk. Breaking down or reassembling a breakdown weapon is a 3-action activity, which has the manipulate trait and requires two hands.

Caster: This weapon can be modified by Casting a Spell (including a cantrip) with 2 or more actions. If you do, resolve the spell normally. Once the spell is cast, if it had the acid, cold, fire, electricity, sonic, spirit, vitality, or void trait, the weapon deals damage of that type instead of its usual damage until the end of your next turn. If the weapon has the aeon trait and a *spell gem* installed, this lasts 1 minute. If the spell deals more than one type of damage, choose one when you fire the weapon.

Concealable: This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.

Concussive: These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Critical: This weapon uses the critical weapon specialization of the listed weapon type rather than its own.

Deadly: On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice for elite and ultimate grade weapons and 3 dice for paragon grade weapons. For instance, an elite nano-edge rapier deals an additional 2d8 piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm: You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Fatal: The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

Finesse: You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Forceful: This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each later attack gains a circumstance bonus to damage equal to double the number of damage dice.

Free-Hand: This weapon doesn't take up your hand, usually because it's built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

Grenade: Weapons with this trait can be thrown as a single action using the Area Fire action (page 255) as though it had the area (burst) trait.

Injection: This weapon can be filled with a liquid, usually an injury poison, serum, or spell amp. Immediately after a successful attack with the weapon, you can inject the target with the loaded contents with a single Interact action. (If the target is willing, the injection takes only 1 Interact action total.) Refilling the weapon with a new substance requires 3 Interact actions and uses two hands.

Grapple: You can use this weapon to Grapple with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Grapple using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Kickback: A kickback weapon is extra powerful and difficult to use. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon give a –2 circumstance penalty to the attack roll, but characters with a +2 or greater Strength modifier ignore the penalty. Attaching a bipod to a weapon with the kickback trait can lower or negate this penalty (page 272).

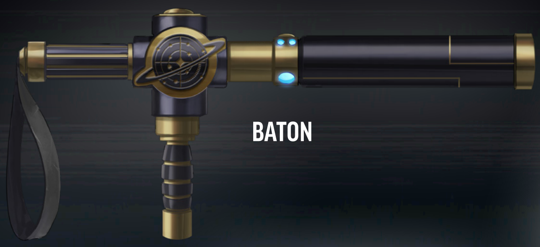
Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list most complicated configurations.

Nonlethal: Attacks with this weapon are nonlethal (page 399) and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Parry: This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend a single action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Powered: This melee weapon uses a battery. You can activate or deactivate a powered weapon with an Interact action or as part of drawing or stowing it. This weapon comes with a commercial battery installed and uses 1 charge per day (rather than 1 charge per attack). If you try to attack with a powered weapon that's out of charges or deactivated, it functions as an improvised weapon. A modular (powered) weapon activates or deactivates when it switches between its modular configurations.

Professional: A weapon with this trait can be used as a toolkit for the listed skill. Add the weapon's item bonus to attack rolls as an item bonus to skill checks using the listed skill. For purposes of proficiency, you treat this martial weapon as a simple weapon or this advanced weapon as a martial weapon, up to your proficiency with the listed skill (if higher than your normal proficiency for this weapon).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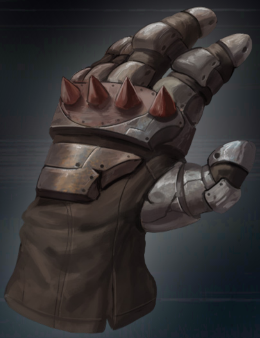
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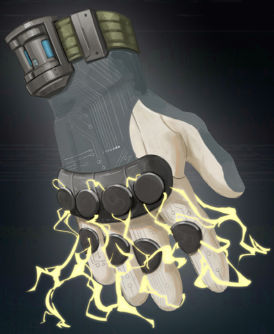
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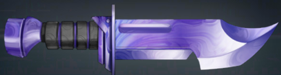
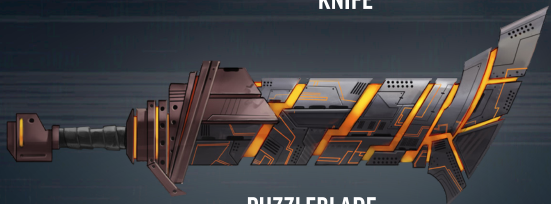

KNIFE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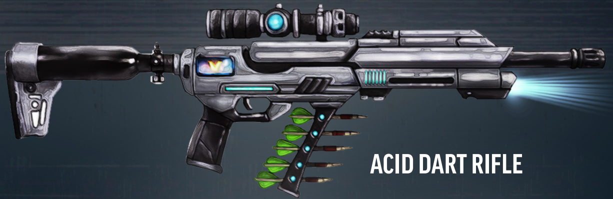
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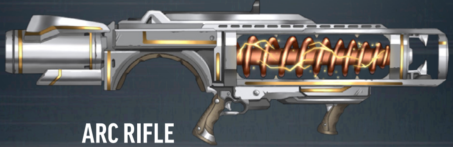
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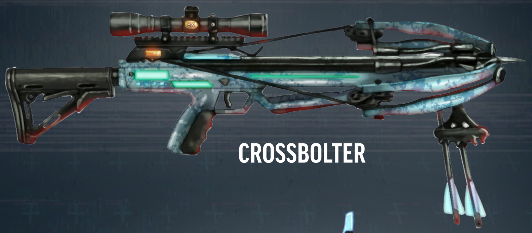
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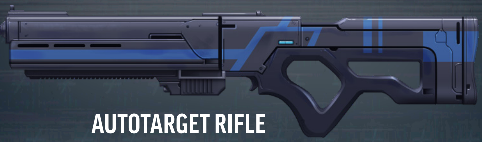
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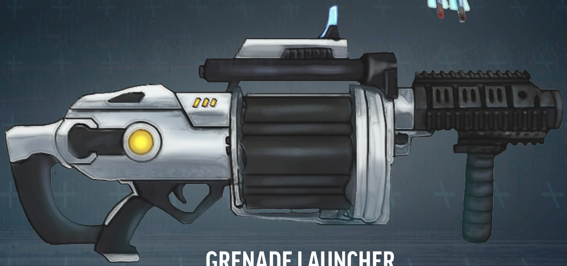
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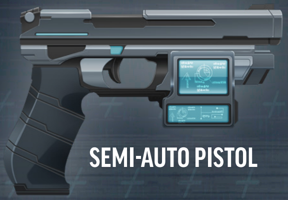
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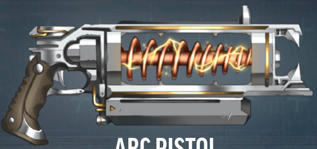
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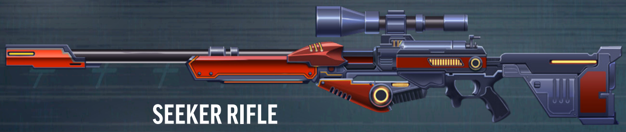
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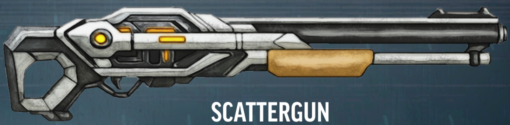
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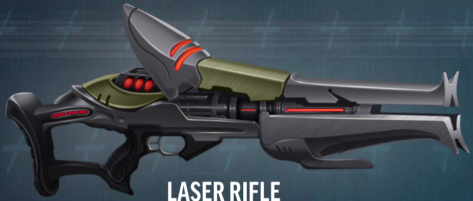
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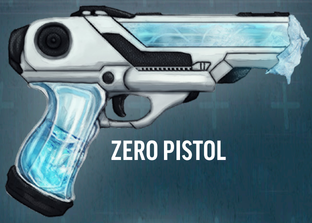
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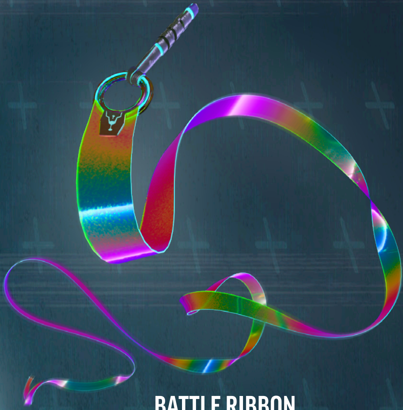
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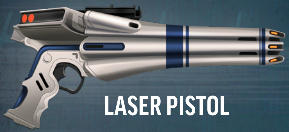
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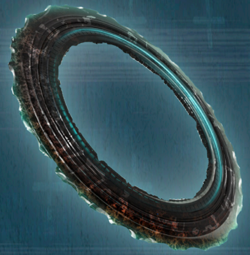
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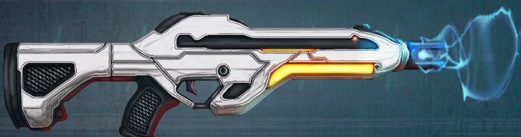
SONIC RIFLE

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Ranged Shove: This weapon can be used to Shove with the Athletics skill within the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. A ranged shove weapon doesn't deal any damage when used to Shove.

Ranged Trip: The weapon can be used to Trip with the Athletics skill within the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. A ranged trip weapon doesn't deal any damage when used to Trip.

Razing: This weapon is particularly good at damaging objects, structures, and vehicles. Whenever you deal damage to an object (including shields and animated objects), structure, or vehicle with a razing weapon, the object takes an amount of additional damage equal to double the number of weapon damage dice.

Reach: This weapon can be used to attack enemies up to 10 feet away instead of only adjacent enemies. For creatures with reach, the weapon increases their reach by 5 feet.

Recovery: When you make an unsuccessful thrown Strike with this weapon, it flies back to your hand after the Strike is complete, allowing you to try again. If your hands are full when the weapon returns, it falls to the ground in your space.

Shove: You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Sweep: This weapon makes wide swinging attacks. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

Tech: Weapons with the tech trait incorporate electronics, computer systems, and power sources. Usually the weapons rely on integrated power sources (such as melee weapons that don't have the powered trait), while others drain batteries with each attack.

Thought: Weapons with this trait are bioengineered with neuroreceptors allowing them to be controlled with telepathy. When you wield this weapon and have limited telepathy or telepathy, you can ignore any of the other traits the weapon normally has; this only applies to the other traits listed in the weapon entry, not to traits the weapon or actions receive from the use of other abilities or effects.

Thrown: You can throw this weapon as a ranged attack; it's a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Tracking: This weapon has been developed with several integrated targeting, stabilizing, and homing systems. Attack rolls with this weapon gain an item bonus equal to the listed value. Area attacks with this weapon gain an item bonus equal to the listed value to the class DCs of saves.

Trip: You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Twin: These weapons are used as a pair. When you attack with a twin weapon, you add a circumstance bonus to the damage roll equal to the weapon's number of damage dice if you have previously attacked with a different weapon of the same type this turn. The weapons must be of the same type to benefit from this trait, but they don't need to be the same grade.

Two-Hand: This weapon can be wielded with two hands to change its weapon damage die to the indicated value. This change applies to all the weapon's damage dice.

Unarmed: An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it has a weapon group and might have weapon traits. An unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Unwieldy: You can't use an unwieldy weapon more than once per round to Strike and can't use it to Strike as part of a reaction, such as Reactive Strike.

Versatile: A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

Volley: This ranged weapon is less effective at close distances. Your attacks against targets that are within the range listed take a –2 penalty.

CRITICAL SPECIALIZATION EFFECTS

Certain feats, class features, weapon fusions, and other effects can grant you additional benefits when you make a Strike with certain weapons and get a critical success. This is called a critical specialization effect. The exact effect depends on which weapon group your weapon belongs to, as listed below. You can always decide not to add the critical specialization effect of your weapon.

Axe: Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage dice you rolled. This amount isn't doubled, and no bonuses or other additional dice apply to this damage.

Brawling: The target must succeed at a Fortitude save against your class DC or be slowed 1 until the end of your next turn.

Crossbow: The target takes 1d8 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Club: You knock the target away from you up to 10 feet (you choose the distance). This is forced movement (page 414).

Corrosive: The target takes 1d6 persistent acid damage. You gain an item bonus to this acid damage equal to the weapon's item bonus to attack rolls.

Cryo: This weapon freezes part of the target, making it hard for them to move their body. The target is clumsy 1 until the start of your next turn.

Dart: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Flail: The target is knocked prone unless they succeed at a Reflex save against your class DC.

Flame: The target takes 1d6 persistent fire damage. You gain an item bonus to this fire damage equal to the weapon's item bonus to attack rolls.

Grenade: Varies depending on grenade.

Hammer: The target is knocked prone unless they succeed at a Fortitude save against your class DC.

Knife: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Laser: The target must succeed at a Fortitude save against your class DC or be dazzled until the start of your next turn.

Mental: The target must succeed at a Will save against your class DC or be stupefied 1 until the start of your next turn.

Plasma: The target takes 1d6 persistent electricity damage. You gain an item bonus to this electricity damage equal to the weapon's item bonus to attack rolls.

Polearm: The target is moved 5 feet in a direction of your choice. This is forced movement (page 414).

Projectile: The target must succeed at a Fortitude save against your class DC or be slowed 1 until the start of your next turn.

Shield: You knock the target back from you 5 feet. This is forced movement (page 414).

Shock: The target must succeed at a Fortitude save against your class DC or be stunned 1.

Sniper: The target takes 2 additional damage per weapon damage dice.

Sonic: The target must succeed at a Fortitude save against your class DC or be deafened for 1 minute.

Spear: The weapon pierces the target, weakening its attacks. The target is clumsy 1 until the start of your next turn.

Sword: The target is made off-balance by your attack, becoming off-guard until the start of your next turn.

WEAPON DESCRIPTIONS

Each of the weapons listed in the weapon tables (pages 264–267) are described in more detail below.

SIMPLE MELEE WEAPONS

Baton: This reinforced rod is commonly made from metal alloys and designed to strike and parry incoming blows.

Battleglove: These durable gloves fit over a wielder's hands (or other appendages) and feature weighted plates or spikes over the knuckles.

Knife: Invaluable as both a weapon and a tool, knives come in a variety of shapes, styles, and materials ranging from starmetals to ceramics.

Puzzleblade: This kasathan sword breaks down into interlocking pieces for storage and transport. Traditionalists practice the art of ritually assembling puzzleblades, with different pieces symbolizing the kasathan virtues of conviction, dedication, moderation, and tradition. Criminals and smugglers value the puzzleblade for its discreet design.

Shock Pad: This flexible nanocarbon circuit can be installed as an upgrade into gloves, kneepads, or similar appendage protectors to emit a powerful electric shock when forcefully applied to a target.

Zero Knife: Unfolding like a switchblade, a supercooled chamber within this weapon instantly forms a blade of ice.

SIMPLE RANGED WEAPONS

Acid Dart Rifle: This rifle uses compressed air to shoot tiny, chambered darts loaded with components for a highly corrosive compound that remains separated until launched, allowing for nearly unlimited shelf life with minimal risk of accidental exposure.

Arc Pistol: Instead of traditional ammunition, this bulky pistol contains a capacitor that generates arcs of electricity. Its stock is crafted from polycarbon or other synthetic insulators, often tinted bright yellow and inscribed with the universal bolt symbol for high voltage.

Arc Rifle: This rifle's oversized body contains a larger version of an arc pistol capacitor, with a short barrel and polycarbon stock designed to insulate the wielder from high voltage. The arc rifle's larger capacitor allows it to produce a charge with enough power to subdue a rampaging renkroda.

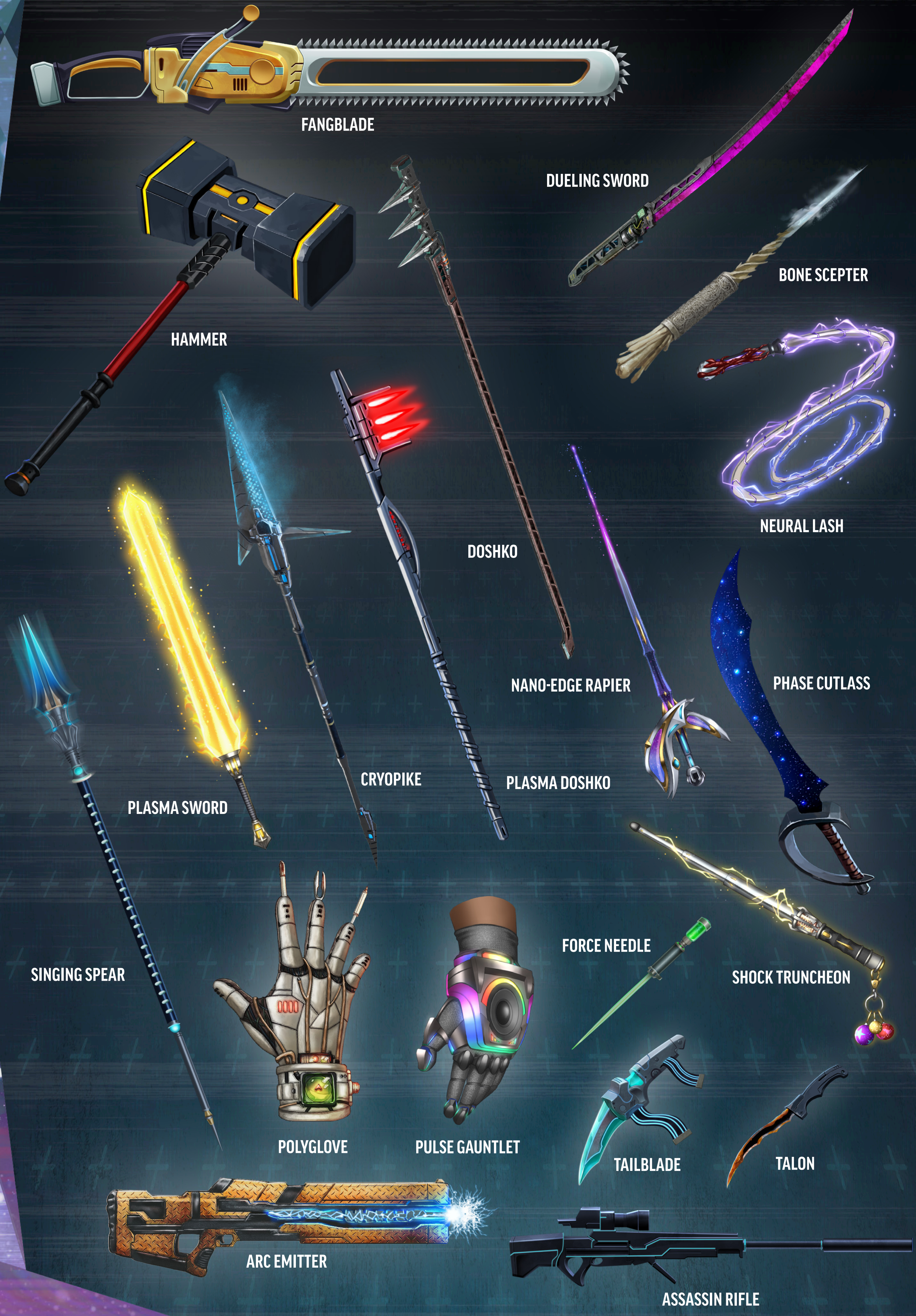
Autotarget Rifle: This short, bulky assault rifle incorporates a piston system that allows the user to switch to auto-fire and unload a magazine with one trigger squeeze.

Crossbolter: This high-tech crossbow uses a series of pistons to propel bolts along its barrel. These quiet-firing semiautomatic weapons are popular in high-density settlements where gunfire might cause a panic.

Laser Pistol: This compact pistol is the most popular sidearm in the Pact Worlds thanks to its reliability, durability, and affordability. Most common laser pistols have a lightweight polycarbon body ending in a long, slim barrel.

Laser Rifle: These dependable, mass-produced rifles shoot concentrated beams of energy out of square-shaped barrels. The universal standard Pact Worlds model is highly modifiable and designed to function with a variety of accessories and upgrades, with wielders adapting the laser rifle to their preferences and even kit-bashing it into a nearly unrecognizable weapon.

Pulsecaster Pistol: This imposing pistol fires a jolt of paralyzing electricity from its barrel. Its remaining charges are visible as glowing lines of energy radiating down its body. Pulsecaster pistols are often used by bounty hunters and law enforcement who need to keep their targets alive.


FANGBLADE
DUELING SWORD
BONE SCEPTER
HAMMER
NEURAL LASH
DOSHKO
NANO-EDGE RAPIER
PHASE CUTLASS
CRYOPIKE
PLASMA DOSHKO
PLASMA SWORD
FORCE NEEDLE
SHOCK TRUNCHEON
SINGING SPEAR
POLYGLOVE
PULSE GAUNTLET
TAILBLADE
TALON
ARC EMITTER
ASSASSIN RIFLE

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Reaction Breacher: This portable reaction cannon launches flak from miniature cluster missiles that rip through a fortified structure and anyone unfortunate enough to be inside.

Scattergun: A scattergun is a long-barreled firearm that fires numerous spherical projectiles to hit multiple targets.

Seeker Rifle: This single-shot sniper rifle is one of the most popular weapons in the Vast thanks to its stability and reliability with minimal upkeep.

Semi-Auto Pistol: This pistol automatically ejects used cartridges and loads new ammunition after every shot fired.

Sonic Rifle: A sonic rifle creates a narrow beam of ultrasound that effectively turns whatever it hits into a speaker, breaking its targets apart with hypersonic vibrations.

Zero Pistol: Zero pistols use transparent canisters of supercooled liquid as ammunition.

MARTIAL MELEE WEAPONS

Aucturnite Chakram: This bladed hoop is carved from a chunk of aucturnite and sculpted to resemble a planet's ring. The material has mysteriously appeared light-years from Aucturn's original orbit.

Battle Ribbon: This sheer nanocarbon ribbon is sharp enough to cut through flesh without interrupting the traditional battle dances that make the weapon famous.

Bone Scepter: This engraved club of solid bone is tempered using material from the void that can drain life energy.

Cryopike: This polearm's shaft houses rapidly circulating supercooled gas that condenses and channels endothermic energy into a cryogenic blade.

Doshko: The traditional weapon of the Veskarium, this powered poleaxe features one to three triangular blades forged for both wide overhead swings and tactical parrying.

Dueling Sword: Coming in a variety of styles, these traditional and time-tested weapons have been honed with advanced smithing techniques and modern materials.

Fangblade: Durable teeth line the edges of this motorized sword and spin with the force of an industrial chainsaw.

Force Needle: When a full vial of liquid is inserted into the bottom of this weapon's hilt, it creates an energy needle to hold and inject its payload.

Hammer: Valued as both a crafting tool and an effective weapon, this hammer uses specially weighted heads and handles to deliver maximum force with each strike.

Nano-edge Rapier: The edge of this precision-crafted foil is sharpened to the thickness of a single atom, using regenerating nanites to maintain itself after countless strikes.

Neural Lash: This whiplike tendril of electricity subtly responds to psychic signals. Telepaths who wield a properly calibrated neural lash treat it as an extension of their body.

Painglaive: This fierce but deceptively elegant polearm rips apart enemies with a motor-powered fangblade. An adjustable pulse trigger allows the wielder to channel extra pain through the weapon.

Phase Cutlass: A phase cutlass resembles a traditional curved sword until it's powered. Then its blade morphs into a shimmering void, with a tiny star for each life it ended.

SELECTING WEAPONS

Characters who focus on combat need to carefully consider their choice of weapons, evaluating whether they want to fight at range or in melee, the weapons' damage potential, and the special features of various weapons. Characters who are primarily spellcasters also need to pick a backup weapon in the best category they're trained or better in. It's best to have at least one backup ranged weapon that you can rely on in a firefight, as many encounters involve ranged combat.

When selecting weapons, start by identifying the weapon types you're trained or better in. You should then compare weapons within these types to determine which ones you'll have the highest melee or ranged attack modifier with. It's usually considered best practice to select both a melee and ranged weapon during character creation so you can contend with a broader variety of foes and situations.

Plasma Doshko: Unlike a traditional doshko, this poleaxe uses blades of magnetically stabilized plasma that spin to cleave through multiple enemies with ease.

Plasma Sword: This sword generates a focused beam of plasma around a localized force field powered by a generator in the sword's hilt. The beam only blazes to life when the sword is powered.

Polyglove: This glove features dozens of delicate tools for building or repairing computers and other technological items, requiring an entire hand (or suitable appendage) to manipulate. Overclocking the polyglove's components generates voltage between a wielder's fingertips.

Pulse Gauntlet: Popularized in underground fighting circles, this heavy-duty nanocarbon glove amplifies and weaponizes sounds made by its wielder, generating a sonic boom strong enough to knock an enemy off their feet.

Shock Truncheon: Popular among security forces, this retractable baton discharges electricity with each Strike. A whirring device inside the grip generates voltage, creating a sound like a swarm of buzzing insects when it's fully charged.

Shooting Starknife: This traditional star-shaped blade design of lost Golarion is often forged from reinforced carbon steel and treated with chemicals that create an iridescent sheen. When properly balanced and honed, a shooting starknife sings as it slices through the air.

Singing Spear: Classically shaped like an oversized musical note, this spear intones melodious pitches when it strikes, creating a new song with each battle.

Tailblade: Adjustable bands secure this lightweight blade to a tail, tentacle, or similar appendage.

Talon: This stylized knife tapers into a curved and serrated blade. When powered, it spews a highly corrosive acid inspired by the armor-melting talons evolved by several species of the Swarm.

WEAPON CATEGORIES

Weapons fall into broad categories depending on how much damage they deal and what traits they have. Martial weapons generally deal more damage than simple weapons, and advanced weapons generally have more advantageous traits than martial weapons with the same damage. Generally, you'll want to select weapons that deal more damage, but if you're a highly skilled combatant, you might want to pick a weapon with interesting traits, even if it has a lower weapon damage die. You can also purchase multiple weapons within your budget, allowing you to switch between them for different situations.

MARTIAL RANGED WEAPONS

Arc Emitter: Composed of two 4-foot-long protracting rails, this weapon shoots arcs of electricity at targets, emitted safely away from its wielder.

Assassin Rifle: This sniper rifle breaks down into small parts, allowing its wielder to smuggle the weapon without attracting attention. Most assassin rifles are equipped with powerful scopes and digital sights.

Boom Pistol: A boom pistol resembles a megaphone with a trigger, emitting sudden bursts of sound capable of shattering bulletproof glass or rupturing organs.

Breaching Gun: This snub-nosed scattergun is commonly used to blast through doors and walls. Smaller than a reaction breacher, this scattergun is infamous for its mighty recoil.

Coil Rifle: The barrel of this rifle is surrounded by a coil that accelerates ammunition with power and accuracy using carefully aligned magnetic fields.

Flamethrower: This bulky, rifle-shaped weapon spews flames using a tank of highly combustible, pressurized chemicals housed in its stock.

Machine Gun: These proven and reliable automatic weapons are capable of firing in short bursts or completely emptying their magazines to clear a battlefield.

Plasma Caster: This compact pistol shoots balls of condensed plasma. Holding down the trigger and safety clip at the same time before firing results in the barrel building up more plasma.

Rotating Pistol: A time-tested design favored by traditional gunslingers, the multiple barrels on this pistol mechanically rotate while firing, making it less likely to malfunction.

Rotolaser: A rotolaser fires multiple beams of plasma at once. This massive assault rifle has a set of rotating barrels that prevent overheating when spewing auto-fire.

Shirren-Eye Rifle: This sniper rifle comes with a compound technological scope that allows snipers to adjust focus and magnification with natural eye movements instead of using moving parts that might disrupt their aim.

Shuriken Drone: This star-shaped weapon surrounds a tiny single rotor drone designed to return to its thrower if it doesn't hit its target.

Singing Coil: Resembling a resonant transformer circuit, this weaponized stringed instrument produces sound by using high-frequency alternating currents to cause air molecules to vibrate.

Stellar Cannon: The rounds of this portable cannon are loaded with carefully positioned mini-missiles packed with flechettes that shred anyone too close to the blast.

Zero Cannon: This triple-barreled cannon's generator churns rapidly, circulating coolant into a blast of endothermic energy. While powered, frost rimes the barrel and stock of this weapon, causing experienced wielders to wear thermal gloves.

ADVANCED MELEE WEAPONS

Disintegration Lash: Appearing as an undulating black snake when powered, this whip crackles with red-tinged energy that sunders whatever it strikes at the atomic level.

Grindblade: The edge of this broad-tipped sword is composed of micro-splitting nanoparticles that slice apart targets with surgical precision.

Skyfire Sword: Famously wielded by warriors of the Skyfire Legion, this flaming blade is powered by burning gas held in place by magnetic fields.

Thermal Dynafan: This warfan is a modified handheld environmental comfort device that changes the pressure in the air to create a frigid chill or a brilliant plume of fire.

ADVANCED RANGED WEAPONS

Aeon Rifle: A mainstay of the Azlanti Star Empire, this sleek laser rifle includes a slot for *aeon stones* to enhance and focus the intensity of its beams.

Artillery Laser: The fast-firing and continuous beams of this laser cannon converge on the target to create enough heat to melt a steel door into slag.

Card Slinger: This ceramic weapon sharpens and fires playing cards, such as those from an infinity deck. Their folding design and innocuous ammunition make it ideal for infiltrating secure locations, especially casinos. While the weapon often relies on lucky hits, in the hands of a gambler familiar with card trajectory, it can become deadly.

Gyrojet Pistol: Valued for its stopping power, this pistol sports a large caliber reinforced barrel designed to shoot tiny rockets capable of knocking enemies to the ground.

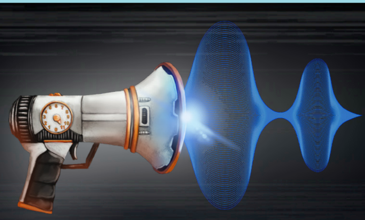
Magnetar Rifle: This rifle uses powerful electromagnets to accelerate simple slugs into deadly, highly accurate projectiles without the use of any moving parts.

Plasma Cannon: This long-barreled weapon shoots charges of ionized gas that explode in a blast of superheated plasma.

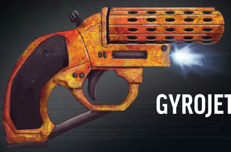
Screamer: Resembling a large directional speaker held in two hands, a screamer produces a deafening boom. At lower volumes, a screamer functions as a portable loudspeaker.

Starfall Pistol: While originally a kit-bashed plasma caster, the commercial models fire streams of superheated plasma. Akitonian revelers enjoy discharging these pistols into the air during outdoor celebrations.

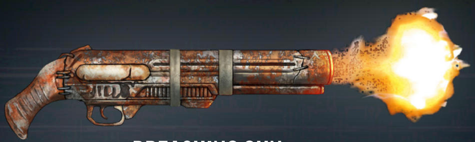
Streetsweeper: This enormous portable cannon uses speakers to broadcast dense ultrasonic waves powerful enough to sweep a street clean of anything in its path.



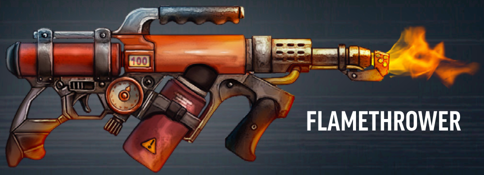
BOOM PISTOL



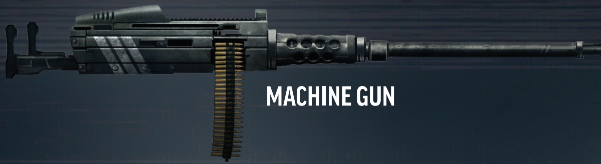
GYROJET PISTOL



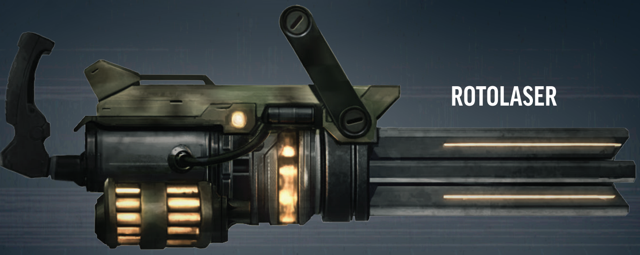
BREACHING GUN



FLAMETHROWER



MACHINE GUN



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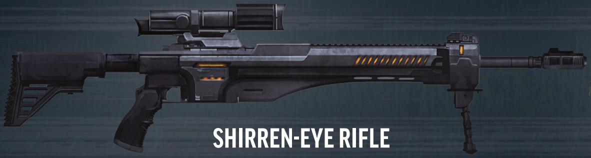

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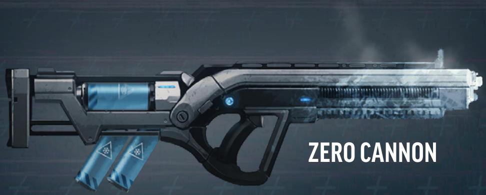

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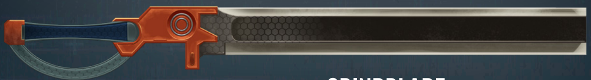

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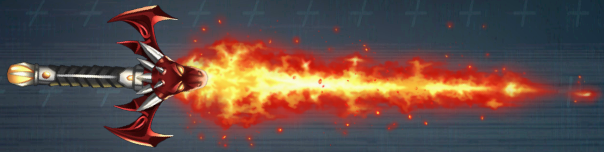

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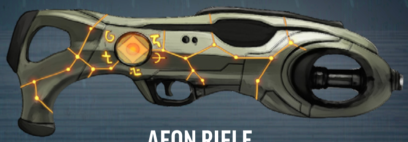

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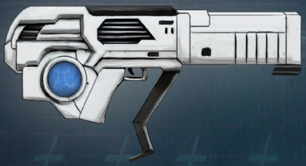

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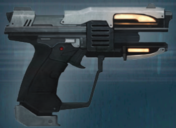
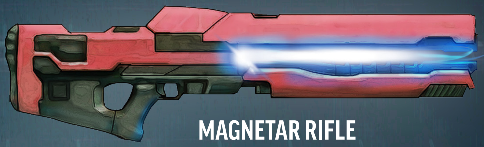
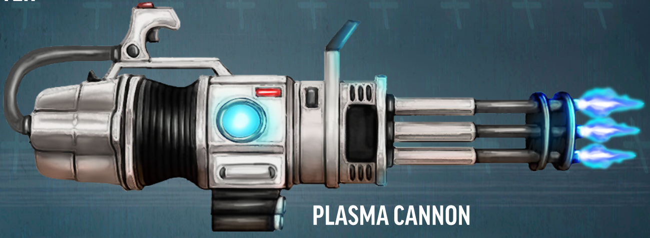


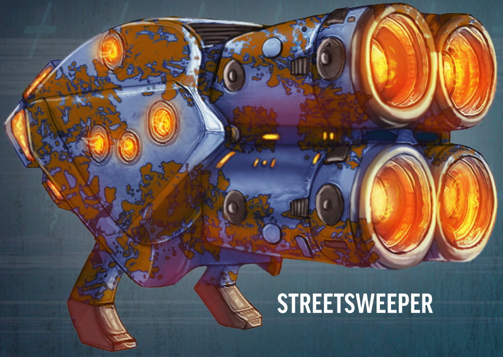
PLASMA CASTER



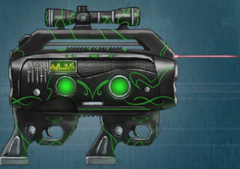
MAGNETAR RIFLE



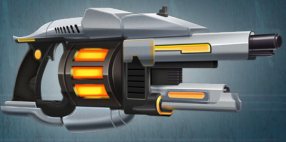
PLASMA CANNON



STREETSWEEPER



SCREAMER



STARFALL PISTOL

UNARMED ATTACKS

Unarmed Attack	Price	Damage	Bulk	Hands	Group	Weapon Traits
Fist	–	1d4 B	–	1	Brawling	Agile, finesse, nonlethal, unarmed

MELEE WEAPONS

Simple Melee Weapons

Weapon (Commercial)	Item Level	Price	Damage	Bulk	Hands	Upgrades	Group	Weapon Traits
Baton	0	2	1d6 B	L	1	1	Club	Analog, finesse, nonlethal, parry
Battleglove	0	3	1d4 B	–	1	1	Brawling	Agile, analog, free-hand
Knife	0	2	1d4 P	L	1	1	Knife	Agile, analog, finesse, thrown 10 ft., versatile S
Puzzleblade	0	15	1d8 S	1	2	1	Sword	Analog, breakdown, kasatha
Shock pad	0	10	1d4 E	–	1	1	Shock	Agile, free-hand, powered, and tech
Zero knife	0	12	1d4 C	L	1	1	Cryo	Agile, finesse, powered, tech, versatile P

Martial Melee Weapons

Weapon (Commercial)	Item Level	Price	Damage	Bulk	Hands	Upgrades	Group	Weapon Traits
Aucturnite chakram	0	15	1d6 S	L	1	1	Knife	Analog, critical (mental), thrown 20 ft.
Battle ribbon	0	5	1d4 S	L	1	1	Flail	Analog, finesse, nonlethal, reach, trip
Bone scepter	0	5	1d6 Modular	L	1	1	Club	Analog, modular (C and shove, or V)
Cryopike	0	20	1d10 Modular	1	2	1	Polearm	Modular (C, critical (cryo), powered and tech, or P and analog), reach
Doshko	0	20	1d12 P	1	2	1	Axe	Analog, parry, vesk
Dueling sword	0	10	1d8 S	1	1	1	Sword	Analog, versatile P
Fangblade	0	27	1d10 S	1	2	1	Axe	Backswing, boost 1d12, powered, tech
Force needle	0	15	1d4 P	1	1	1	Dart	Agile, backstabber, concealable, finesse, injection, tech, ysoki
Hammer	0	15	1d8 B	1	2	1	Hammer	Analog, professional (Crafting), shove
Nano-edge rapier	0	25	1d6 P	1	1	1	Sword	Analog, deadly d8, disarm, finesse
Neural lash	0	10	1d8 M	L	1	1	Flail	Analog, nonlethal, thought, unwieldy, versatile S
Painglaive	0	30	1d10 S	1	2	1	Polearm	Boost 1d10, powered, reach, tech
Phase cutlass	0	18	1d6 Modular	1	1	1	Sword	Analog, deadly d6, modular (S and analog, or V, powered, and tech), sweep
Plasma doshko	0	30	1d10 F	1	2	1	Axe	Critical (plasma), powered, sweep, tech, vesk
Plasma sword	0	15	1d8 F	L	1	1	Sword	Critical (plasma), powered, tech
Polyglove	0	20	1d6 E	L	1	1	Shock	arc, powered, professional (Computers), tech
Pulse gauntlet	0	15	1d4 So	–	1	1	Sonic	Agile, critical (brawling), free-hand, powered, shove, tech, trip
Shock truncheon	0	16	1d6 E	L	1	1	Club	Disarm, modular (arc or nonlethal), powered, tech
Shield bash	–	–	1d4 B	–	1	–	Shield	–
Shooting starknife	0	17	1d4 P	L	1	1	Knife	Agile, analog, deadly d6, finesse, thrown 20 ft., versatile S
Singing spear	0	20	1d6 Modular	1	2	1	Spear	Modular (P, analog and thrown 20 ft., or So, boost 1d10, critical (sonic), powered and tech)
Tailblade	0	10	1d4 S	–	0	1	Knife	Agile, analog, finesse, free-hand
Talon	0	20	1d6 Modular	L	1	1	Knife	Agile, finesse, modular (A, critical (corrosive), tech, or S and analog)

Advanced Melee Weapons

Weapon (Commercial)	Item Level	Price	Damage	Bulk	Hands	Upgrades	Group	Weapon Traits
Disintegration lash	0	32	1d6 A	L	1	1	Corrosive	Disarm, finesse, powered, razing, reach, tech
Grindblade	0	25	1d8 S	1	1	1	Sword	Analog, critical (knife), fatal d12
Skyfire sword	0	30	1d8 F	1	1	1	Flame	Deadly d8, two-hand d10, powered, tech
Thermal dynafan	0	15	1d6 Modular	L	1	1	Cryo	Agile, concealable, finesse, powered, tech, twin, modular (F and critical (flame), or C)

RANGED WEAPONS

Simple Ranged Weapons

Weapon (Commercial)	Item Level	Price	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Acid dart rifle	0	40	1d8 A	80 ft.	1	1	2	5 projectiles	1	1	Corrosive	Analog
Arc pistol	0	25	1d4 E	30 ft.	1	1	1	10 charges	2	1	Shock	Arc, tech
Arc rifle	0	50	1d6 E	50 ft.	1	2	2	10 charges	2	1	Shock	Arc, tech
Autotarget rifle	0	45	1d6 P	30 ft.	2	2	2	20 projectiles	1	1	Projectile	Analog, automatic
Crossbolter	0	25	1d10 P	100 ft.	1	2	2	1 projectile	1	1	Crossbow	Analog
Laser pistol	0	30	1d6 F	40 ft.	1	1	1	10 charges	2	1	Laser	Tech
Laser rifle	0	45	1d8 F	100 ft.	1	2	2	10 charges	2	1	Laser	Tech
Pulsecaster pistol	0	30	1d6 E	30 ft.	1	1	1	10 charges	2	1	Shock	Nonlethal, tech
Reaction breacher	0	45	1d8 B	100 ft.	1	2	2	3 projectiles	1	1	Projectile	Concussive, razing, tech
Scattergun	0	40	1d8 P	15 ft.	1	1	2	4 projectiles	1	1	Projectile	Analog, area (cone), concussive, unwieldy
Seeker rifle	0	60	1d10 P	120 ft.	1	2	2	1 projectiles	1	1	Sniper	Analog, kickback, volley 30 ft.
Semi-auto pistol	0	30	1d6 P	60 ft.	1	L	1	10 projectiles	1	1	Projectile	Analog
Sonic rifle	0	40	1d6 So	40 ft.	1	1	2	10 charges	2	1	Sonic	Boost 1d8, tech
Zero pistol	0	30	1d6 C	30 ft.	1	L	1	10 chem	2	1	Cryo	Tech

Martial Ranged Weapons

Weapon (Commercial)	Item Level	Price	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Arc emitter	0	95	1d8 E	20 ft.	1	1	2	10 charges	2	1	Shock	Area (cone), nonlethal, unwieldy, tech

Martial Ranged Weapons

Weapon (Commercial)	Item Level	Price	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Assassin rifle	0	100	1d10 P	120 ft.	1	1	2	1 projectile	1	1	Sniper	Analog, backstabber, fatal d12, kickback, unwieldy, volley 30 ft.
Boom pistol	0	30	1d6 So	40 ft.	1	1	1	10 charges	2	1	Sonic	Boost 1d8, razing, tech
Breaching gun	0	30	1d10 P	15 ft.	1	1	2	3 projectile	1	1	Projectile	Analog, concussive, kickback, ranged shove, razing
Coil Rifle	0	100	1d10 P	120 ft.	1	1	2	1 projectile	1	1	Sniper	Boost d10, kickback, tech, unwieldy, volley 30 ft.
Flamethrower	0	75	1d10 F	15 ft.	1	2	2	10 chem	2	1	Flame	Area (cone), tech, unwieldy
Machine gun	0	80	1d8 P	40 ft.	2	2	2	20 projectiles	1	1	Projectile	Analog, automatic
Plasma caster	0	40	1d8 F	60 ft.	1	2	2	10 charges	2	1	Plasma	Boost 1d10, tech
Rotating pistol	0	30	1d6	60 ft.	1	L	1	6 projectiles	1	1	Projectile	Agile, analog, concealable, concussive
Rotolaser	0	60	1d8 F	30 ft.	1	2	2	10 charges	1	1	Laser	Automatic, tech
Shirren-eye rifle	0	80	1d10 P	120 ft.	1	1	2	1 projectile	1	1	Sniper	Analog, deadly d12, kickback, unwieldy, volley 30 ft.
Shuriken drone	0	5	1d4 P	40 ft.	0	L	1	–	–	1	Dart	Agile, tech, thrown, recovery
Singing coil	0	70	1d8 E	40 ft.	1	2	2	10 charges	5	1	Shock	Area (line), professional (Performance), tech, unwieldy
Stellar cannon	0	40	1d10 P	50 ft.	1	2	2	8 projectiles	1	1	Projectile	Analog, area (burst 10 ft.), unwieldy
Zero cannon	0	80	1d10 C	40 ft.	1	2	2	10 chem	2	1	Cryo	Area (line), tech, unwieldy

Advanced Ranged Weapons

Weapon (Commercial)	Item Level	Price	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Aeon rifle	0	30	1d10 F	60 ft.	1	1	2	10 charges	1	0	Laser	Aeon, caster, tech
Artillery laser	0	60	1d10 F	60 ft.	1	2	2	10 charges	2	1	Laser	Critical (flame), forceful, razing, tech

Advanced Ranged Weapons

Weapon (Commercial)	Item Level	Price	Damage	Range	Reload	Bulk	Hands	Magazine	Expend	Upgrades	Group	Weapon Traits
Card slinger	0	26	1d4 P	30 ft.	1	L	1	7 projectiles	1	1	Dart	Agile, concealable, deadly d8, professional (Deception), tech
Gyrojet pistol	0	30	1d6 B	40 ft.	1	1	1	4 projectiles	1	1	Projectile	Analog, ranged shove, ranged trip
Magnetar rifle	0	45	1d12 P	60 ft.	1	2	2	30 projectiles	1	1	Projectile	Analog, automatic
Plasma cannon	0	80	1d12 F	40 ft.	1	2	2	10 charges	2	1	Plasma	Area (burst 10 ft.), tech, unwieldy
Screamer	0	80	1d12 So	15 ft.	1	2	2	10 charges	2	1	Sonic	Area (cone), tech, unwieldy
Starfall pistol	0	30	1d6 F	20 ft.	1	L	1	10 charges	5	1	Plasma	Area (line), tech, unwieldy
Streetsweeper	0	60	1d10 So	40 ft.	1	2	2	10 charges	2	1	Sonic	Boost 1d10, ranged trip, tech

Weapon Improvements

Grade	Level	Upgrade Price	Total Value[1]	Upgrades	Damage Dice	Traits
Commercial	0	–	–	+0	1	–
Tactical	2	+350 credits	350 credits	+0	1	Tracking +1
Advanced	4	+650 credits	1,000 credits	+1	2	Tracking +1
Superior	10	+9,000 credits	10,000 credits	+1	2	Tracking +2
Elite	12	+10,000 credits	20,000 credits	+2	3	Tracking +2
Ultimate	16	+80,000 credits	100,000 credits	+2	3	Tracking +3
Paragon	19	+300,000 credits	400,000 credits	+3	4	Tracking +3

[1] Total value doesn't include the price of the base commercial weapon.

AMMUNITION

Projectile Ammo

Ammunition	Item Level	Price	Magazine	Bulk
Projectile ammo (10)	0	1	–	–

Batteries

Ammunition	Item Level	Price	Magazine	Bulk
Battery, commercial	0	10	10	–
Battery, tactical	2	20	20	–
Battery, advanced	4	40	40	–
Battery, superior	10	60	60	L
Battery, elite	12	100	100	L

Chem Tanks

Ammunition	Item Level	Price	Magazine	Bulk
Chem tank, commercial	0	5	8	–
Chem tank, tactical	2	10	16	–
Chem tank, advanced	4	20	40	–
Chem tank, superior	10	30	48	L
Chem tank, elite	12	50	64	L

ARMOR UPGRADES

You can personalize armor by purchasing and installing armor upgrades. Armor upgrades are installed into the upgrade slots of armor; one armor upgrade occupies one armor upgrade slot. The number of upgrade slots a specific suit of armor has is noted under that armor's description. You can install an armor upgrade with the Install Upgrade activity, which takes 10 minutes to perform. Unlike many other types of equipment, armor upgrades run on kinetic energy created by your body's motion, and they don't need external batteries. They function only when installed in armor you're wearing properly.

INSTALL UPGRADE

EXPLORATION | MANIPULATE

Requirements You must use a repair toolkit.

You spend 10 minutes installing an upgrade into a suit of armor or weapon, placing it into an empty upgrade slot. You can also use this activity to uninstall an upgrade. You can't install more upgrades than there are upgrade slots. Installing or uninstalling an upgrade requires using a repair toolkit with two hands.

ACTIVATING ARMOR UPGRADES

Most upgrades grant their benefits continually so long as you're properly wearing the armor they're installed in. Others produce their effects only when used properly in the moment by spending actions. An activation lists the number of actions it takes and any traits for the activation and its effects. This information appears in the item's Activate entry.

LIMITED ARMOR UPGRADES

Some armor upgrades that have special activations and benefits can be activated only a limited number of times per day, as described in the armor upgrade. This limit is independent of any costs for activating the upgrade. This limit resets during your daily preparations. The limit is inherent to the armor upgrade, so if an ability that can be used only once per day is used, it doesn't refresh if the armor upgrade is uninstalled and reinstalled or is installed in another suit of armor, or if another creature tries to activate the upgrade. Similarly, armor has innate safety overrides that prevent you from installing a duplicate of an armor upgrade you've already used the limited action of and from trying to use that action again.

ENVIRONMENTAL PROTECTION UPGRADES

Environmental protections are crucial tools for explorers and combatants alike, allowing any species to operate in hostile conditions ill-suited for its survival. These items function as long as the armor's environmental protections (page 244) are active and can quickly recharge while a character is resting as other functions in an armor enter sleep mode.

BASIC ENVIRONMENTAL PROTECTION — UPGRADE 0

TECH

Price 10 credits

Usage installed in armor with the exposed trait; **Bulk** L

This upgrade protects the user against the effects of space as well as thick and thin atmospheres. This armor loses the exposed trait for as long as the upgrade is installed.

FILTERED REBREATHER — UPGRADE 0+

TECH

Usage installed in armor; **Bulk** L

This armor upgrade supplements your armor's environmental protections and filters out common contaminants, including protection from most toxic atmospheres (*GM Core* 97).

Type commercial; **Level** 1; **Price** 5 credits

Type tactical; **Level** 1; **Price** 150 credits

You gain a +1 status bonus to Fortitude saves against inhaled effects.

Type advanced; **Level** 6; **Price** 2,550 credits

The status bonus is +2.

Type superior; **Level** 10; **Price** 24,100 credits

The status bonus is +3.

Type elite; **Level** 14; **Price** 40,000 credits

The status bonus is +4.

RADIATION BUFFER — UPGRADE 1+

TECH

Usage installed in armor; **Bulk** 1

A layer of treated lead lines your armor with integrated radiation sensors networked into your comm unit. While you're wearing armor with this upgrade, you gain resistance 2 to poison damage from radiation effects and a +1 status bonus to Fortitude saves against radiation.

Type commercial; **Level** 1; **Price** 130 credits

Type tactical; **Level** 6; **Price** 2,150 credits

The resistance is 4, and the status bonus is +2.

Type advanced; **Level** 10; **Price** 22,100 credits

The resistance is 8, and the status bonus is +3.

Type superior; **Level** 14; **Price** 35,000 credits

The resistance is 12, and the status bonus is +4.

THERMAL CAPACITOR — UPGRADE 1+

TECH

Usage installed in armor; **Bulk** L

This armor upgrade regulates heat, protecting you from extreme temperatures. You're protected from mild cold and mild heat.

Type commercial; **Level** 1; **Price** 120 credits

Type tactical; **Level** 6; **Price** 1,800 credits

You're protected from severe cold and severe heat.

Type advanced; **Level** 10; **Price** 21,300 credits

You're protected from extreme cold and extreme heat.

Type superior; **Level** 14; **Price** 37,800 credits
You're protected from incredible cold and incredible heat.

ARMOR UPGRADES

ACTIVE CAMOUFLAGE — UPGRADE 5+

TECH

Usage installed in armor; **Bulk** L

Hardlight projectors shift the appearance of your armor using shifting colors and patterns that respond to your environment. You gain a +1 item bonus to Stealth checks while wearing the armor.

Type commercial; **Level** 5; **Price** 500 credits

Type tactical; **Level** 9; **Price** 6,500 credits
The item bonus is +2.

Type advanced; **Level** 17; **Price** 140,000 credits
The item bonus is +3.

ADAPTIVE ENERGY SHIELDING — UPGRADE 13

MAGICAL TECH

Price 22,500 credits

Usage installed in armor with the energy shielding upgrade; **Bulk** L

This device changes the chemical composition of the insulation installed on your armor, reacting to different types of energy.

Activate—Adapt ⤾ **Frequency** once per 10 minutes; **Trigger** You take acid, cold, electricity, or fire damage; **Effect** Your *energy shielding* upgrade changes to the triggering damage type. This lasts until you Adapt again or uninstall any *adaptive energy shielding* or *energy shielding* upgrade from the same armor. If you have multiple *energy shielding* upgrades on this armor, choose one to change when you Adapt.

AUTO-CPR UNIT — UPGRADE 2

TECH

Price 200 credits

Usage installed in armor; **Bulk** L

This device monitors your vital signs and automatically administers aid. When you have the dying condition while wearing this armor, the DC of your recovery checks is equal to 8 + your dying value (instead of 10 + your dying value).

CLOAKING DEVICE — UPGRADE 8+

MAGICAL TECH

Usage installed in armor; **Bulk** L

This projector bends light around your body.

Activate—Bend Light ◆ (manipulate) **Frequency** once per day; **Effect** You become invisible for 1 minute, gaining the effects of a 2nd-rank *invisibility* spell.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 10; **Price** 10,000 credits
The frequency becomes three times per day.

DARKVISION VISOR — UPGRADE 1

TECH

Price 150 credits

Usage installed in armor; **Bulk** L

This visor wraps around your visual organs, enhancing your natural senses. You gain darkvision.

ENERGY SHIELDING — UPGRADE 8+

MAGICAL TECH

Usage installed in armor; **Bulk** L

This armor is specially treated with insulation to protect against a specific type of damage. You gain resistance 5 to acid, cold, electricity, or fire. The crafter chooses the damage type when creating the upgrade. Multiple *energy shielding* upgrades can be placed into a suit of armor, but each must provide resistance to a different damage type.

Type commercial; **Level** 8; **Price** 4,200 credits

Type tactical; **Level** 12; **Price** 16,200 credits
You gain resistance 10 to the specified damage type.

Type advanced; **Level** 18; **Price** 202,200 credits
You gain resistance 15 to the specified damage type.

EXPLOSIVE DEFENSE UNIT — UPGRADE 8

TECH

Price 4,200 credits

Usage installed in armor; **Bulk** L

Reinforced custom armor plates automatically generate a containment field to protect you from nearby explosions, granting you resistance 2 to area damage (acid, cold, electricity, and fire damage only). You can also store a grenade in the explosive defense unit and detonate it without harming yourself.

Activate—Store Grenade ◆◆ (manipulate) **Effect** You place a grenade inside a reinforced compartment in the explosive defense unit. You can Interact to retrieve the grenade normally. You can store only one grenade in the armor upgrade at a time.

Activate—Defensive Detonation ◆ (manipulate) **Requirements** You have a stored grenade; **Effect** You detonate the grenade stored in the explosive defense unit. The explosion is centered on your space, but the upgrade generates a containment field to protect you from its effects. The grenade otherwise functions as if you'd activated it normally.

FORCE FIELD — UPGRADE 1+

TECH

Usage installed in armor; **Bulk** varies

Force fields absorb damage. A force field's Hit Points are based on its version. While your force field is active, any physical or energy damage you would take is applied to the force field's Hit Points first before being applied to your Hit Points (including temporary Hit Points). If you have a shield raised, your force field and shield both take damage. If damage from an attack or effect reduces the force field to 0 Hit Points, you take any excess damage, the force field deactivates, and it can't be activated again for 10 minutes. Force fields replenish the indicated number of Hit Points each round at the beginning of your turn while they're active.

If your force field is tactical or better, it also protects you from deadly blows. Each time you're critically hit while your force field is active, attempt a flat check against the listed DC. On a success, it becomes a normal hit.

Activate—Raise Force Field ◆◆ (manipulate) **Frequency** three times per day; **Effect** Your force field becomes active. It remains active for 1 minute or until it's reduced to 0 Hit Points.

Type commercial; **Level** 1; **Price** 200 credits; **Bulk** L
The force field has 6 Hit Points and replenishes 2 Hit Points on your turn.

Type tactical; **Level** 4; **Price** 1,000 credits; **Bulk** L
The force field has 14 Hit Points and replenishes 3 Hit Points on your turn, and the flat check DC is 20.

Type advanced; **Level** 7; **Price** 3,600 credits; **Bulk** L
The force field has 20 Hit Points and replenishes 4 Hit Points on your turn, and the flat check DC is 19.

Type superior; **Level** 10; **Price** 10,000 credits; **Bulk** L
The force field has 26 Hit Points and replenishes 5 Hit Points on your turn, and the flat check DC is 18.

Type elite; **Level** 13; **Price** 30,000 credits; **Bulk** 1
The force field has 32 Hit Points and replenishes 6 Hit Points on your turn, and the flat check DC is 17.

Type ultimate; **Level** 16; **Price** 100,000 credits; **Bulk** 1
The force field has 37 Hit Points and replenishes 7 Hit Points on your turn, and the flat check DC is 16.

Type paragon; **Level** 19; **Price** 400,000 credits; **Bulk** 1
The force field has 42 Hit Points and replenishes 8 Hit Points on your turn, and the flat check DC is 15.

GLAMER PROJECTOR UPGRADE 1

MAGICAL TECH

Price 100 credits
Usage installed in armor; **Bulk** L

Adjustable rings project magical holograms onto your armor, changing its appearance to match your personal style and suit any occasion. *Glamer projectors* come programmed with preset options, including casual, corporate, and fashion. You can customize your *glamer projector* using a computer, like the one in your comm unit.

Activate—Glamerize! ◆◆ (manipulate) **Effect** You instantly change the appearance of your armor to any set of normal clothes or any other type of light or heavy armor. This upgrade is capable of changing only the appearance of your armor, not yourself or the rest of your equipment. You can copy the look of any type of clothing, but you don't gain any item bonuses provided by special types of clothing, such as luxury fashion attire. Only a creature that's benefiting from *truesight* or a similar effect can attempt to disbelieve this illusion, opposed by your class DC.

JETPACK UPGRADE 5+

TECH

Usage installed in armor; **Bulk** L

Boosters attached to your armor allow you to fly.

Activate—Fly ◆◆ (manipulate) **Effect** You activate a jetpack to gain a fly Speed of 20 feet. This effect lasts for 1 minute or until you Dismiss it. You can use an action to Fly 0 feet to hover in place, but you're off-guard while doing so. A jetpack can't lift you if you're encumbered.

Type commercial; **Level** 5; **Price** 1,600 credits

Type tactical; **Level** 19; **Price** 350,000 credits
Increase the fly Speed of your jetpack to 40 feet. You aren't off-guard while hovering in place.

JUMP JETS UPGRADE 3

TECH

Price 550 credits
Usage installed in armor; **Bulk** L

Boosters attached to your armor supercharge your leap.

Activate—Jump ◆◆ (manipulate) **Frequency** once per round; **Effect** You activate the jump jets to get a quick boost. You Fly up to 20 feet with a maximum height of 10 feet, or you Fly up to 20 feet straight up. You must land at the end of this movement or fall. Jump jets can't lift you if you're encumbered.

LOAD LIFTER UPGRADE 2+

TECH

Usage installed in armor; **Bulk** L

This series of support braces allow you to carry and lift beyond your normal capacity. You can carry an amount of Bulk equal to 6 plus your Strength modifier without becoming encumbered, and you can hold and carry a total Bulk up to 11 plus your Strength modifier.

Type commercial; **Level** 2; **Price** 550 credits

Type tactical; **Level** 4; **Price** 750 credits
You can carry an amount of Bulk equal to 7 plus your Strength modifier without becoming encumbered, and you can hold and carry a total Bulk up to 12 plus your Strength modifier.

Type advanced; **Level** 6; **Price** 2,100 credits
You can carry an amount of Bulk equal to 8 plus your Strength modifier without becoming encumbered, and you can hold and carry a total Bulk up to 13 plus your Strength modifier.

MANEUVERING UNIT UPGRADE 4+

TECH

Usage installed in armor; **Bulk** L

Internal stabilizers and jets synchronize your movements in zero gravity. You aren't off-guard or clumsy while untethered.

Activate—Thrust ◆◆ (move) **Requirements** You're in a zero-g environment; **Effect** You move 5 feet in any direction you choose. You begin to float in that direction.

Type commercial; **Level** 4; **Price** 800 credits

Type tactical; **Level** 7; **Price** 3,200 credits
When you use Thrust, you move 10 feet in the chosen direction.

Type advanced; **Level** 11; **Price** 13,400 credits
When you use Thrust, you move 15 feet in the chosen direction.

Type superior; **Level** 15; **Price** 64,400 credits
When you use Thrust, you move 30 feet in the chosen direction.

MOBILITY ENHANCER UPGRADE 3+

TECH

Usage installed in armor; **Bulk** L

Automated braces help you to move faster in bulky armor. Reduce your armor's penalty to Speeds by 5 feet.

Type commercial; **Level** 3; **Price** 1,000 credits

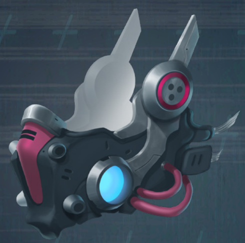
Type tactical; **Level** 10; **Price** 11,000 credits
The reduction to your armor's penalty to Speeds is 10 feet.

ARMOR UPGRADES

Item	Level	Price	Bulk
Darkvision visor	1	150	L
Force field, commercial	1	200	L
Glamer projector	1	100	L
Auto-CPR unit	2	200	L
Load lifter, commercial	2	550	L
Jump jets	3	550	L
Mobility enhancer, commercial	3	1,000	L
Force field, tactical	4	1,000	L
Load lifter, tactical	4	750	L
Maneuvering unit, commercial	4	800	L
Active camouflage, commercial	5	500	L
Jetpack, commercial	5	1,600	L
Load lifter, advanced	6	2,100	L
Force field, advanced	7	3,600	L
Maneuvering unit, tactical	7	3,200	L
Cloaking device, commercial	8	5,000	L
Explosive defense unit	8	4,200	L
Energy shielding, commercial	8	4,200	L
Active camouflage, tactical	9	6,500	L
Cloaking device, tactical	10	10,000	L
Force field, superior	10	10,000	L
Mobility enhancer, tactical	10	11,000	L
Maneuvering unit, advanced	11	13,400	L
Energy shielding, tactical	12	16,200	L
Adaptive energy shielding	13	22,500	L
Force field, elite	13	30,000	1
Maneuvering unit, superior	15	64,400	L
Force field, ultimate	16	100,000	1
Active camouflage, advanced	17	140,000	L
Energy shielding, advanced	18	202,200	L
Force field, paragon	19	400,000	1
Jetpack, tactical	19	350,000	L

ENVIRONMENTAL PROTECTIONS

Item	Level	Price	Bulk
Basic environmental protection	0	10	L
Filtered rebreather, commercial	0	5	L
Radiation buffer, commercial	1	130	1
Thermal capacitor, commercial	1	120	L
Filtered rebreather,advanced	6	2,550	L
Radiation buffer, tactical	6	2,150	1
Thermal capacitor, tactical	6	1,800	L
Filtered rebreather, superior	10	24,100	L
Radiation buffer, advanced	10	22,100	1
Thermal capacitor, advanced	10	21,300	L
Filtered rebreather, superior	14	40,000	L
Radiation buffer, superior	14	35,000	1
Thermal capacitor, superior	14	37,800	L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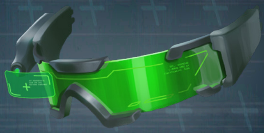
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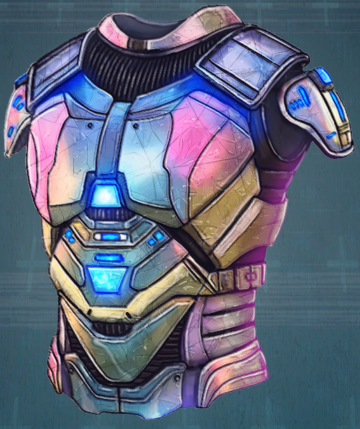
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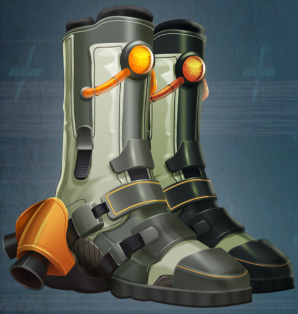
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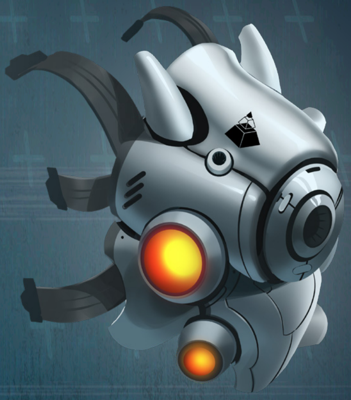

JETPACK

WEAPON UPGRADES

You can personalize weapons by purchasing and installing weapon upgrades, found on the Weapon Upgrades table (page 277). Technological weapon upgrades are called weapon modifications, while hybrid weapon upgrades are called weapon fusions. Weapon upgrades are installed into the upgrade slots on a weapon; one weapon upgrade occupies one weapon upgrade slot. The number of upgrade slots a specific weapon has is noted under that weapon's description. You can install a weapon upgrade with the Install Upgrade activity (see page 268), which takes 10 minutes to perform. Unlike many other types of equipment, weapon upgrades run on kinetic energy created by your body's motion and don't need external batteries. They function only when installed in a weapon you're wielding.

ACTIVATING WEAPON UPGRADES

Most upgrades grant their benefits continually so long as you're wielding the weapon they're installed in. Others produce their effects only when used properly in the moment by spending actions. An activation lists the number of actions it takes and any traits for the activation and its effects. This information appears in the item's Activate entry.

LIMITED WEAPON UPGRADES

Some weapon upgrades that have special activations and abilities can be activated only a limited number of times per day, as described in the weapon upgrade. This limit is independent of any costs for activating the upgrade. This limit resets during your daily preparations. The limit is inherent to the weapon upgrade, so if an ability that can be used only once per day is used, it doesn't refresh if the weapon upgrade is uninstalled and reinstalled or is installed in another weapon, or if another creature tries to activate the upgrade.

WEAPON UPGRADE LIMITATIONS

Some upgrades attach to or upgrade a specific part of a weapon. A weapon can only have one such upgrade at a time. These will always be designated in the upgrade's usage entry, such as "installed in a weapon (sight)."

WEAPON UPGRADES

Weapon upgrades are described in this section.

ANIMATED INTELLIGENCE UPGRADE 12+

UNCOMMON MAGICAL TECH

Usage installed in a weapon; **Bulk** –

Magical circuitry generates a virtual *animated intelligence* with a customizable personality and no free will. Rarely, a virtual intelligence might eventually evolve into a true artificial intelligence with self-awareness and free will, usually with the help of powerful magic or a miracle.

Activate—Autoattack ◆◆ (concentrate, manipulate) **Effect** You Release the weapon and it glides through the air, fighting on its own against the last enemy you attacked, or the nearest enemy to it if your target has been defeated. At the end of your turn each round, the weapon can Fly up to its fly Speed of 30 feet, and then can either Fly again or Strike one creature within its range or reach.

The weapon has a space of 5 feet, but it doesn't block or impede enemies attempting to move though that space, nor does it benefit from or provide flanking. The *animated intelligence* is considered a technological creature for the purpose of effects that can target it. The weapon can't move through an enemy's space. The weapon can't use reactions, and its Fly actions don't trigger reactions.

While it's activated, the *animated intelligence* Strikes with an attack modifier of +18 plus its item bonus to attack rolls. It uses the weapon's normal damage but has a +0 Strength and Dexterity modifier. The weapon's abilities that automatically trigger on a hit or critical hit still function, but the weapon can't be activated or benefit from any of your abilities while animated.

Each round, when the weapon finishes using its actions, attempt a DC 6 flat check. On a failure, the activation ends. The weapon falls to the ground and can't Autoattack again for 10 minutes.

Type commercial; **Level** 12; **Price** 20,000 credits

Type tactical; **Level** 16; **Price** 80,950 credits

This weapon has a fly Speed of 50 feet. The weapon makes Strikes with an attack modifier of +27 plus its item bonus to attack rolls. The flat check to determine if the activation ends is DC 5 instead of DC 6.

Type advanced; **Level** 20; **Price** 700,000 credits

This weapon has a fly Speed of 60 feet. The weapon makes Strikes with an attack modifier of +32 plus its item bonus to attack rolls and provides flanking. The flat check to determine if the activation ends is DC 4 instead of DC 6.

BIPOD UPGRADE 0+

TECH

Usage installed in a weapon with the kickback trait; **Bulk** 1

A bipod can be attached to powerful weapons—those with the kickback trait—to allow wielders with lower Strength to use them at the cost of mobility. You can set up the bipod with a single Interact action using one appendage, setting the bipod in your square. When using a bipod, you don't take the –2 penalty for firing a kickback weapon, even if your Strength isn't high enough to avoid the penalty.

However, you must spend a single Interact action to retrieve the bipod before you can move the weapon to a different position. Deploying or retrieving a bipod with an Interact action doesn't automatically make you observed like an Interact action normally would, so long as you don't set up or remove the bipod when it's in a spot where creatures can see it.

Type commercial; **Level** 0; **Price** 2 credits

Type tactical; **Level** 1; **Price** 100 credits

You can retrieve this quick-folding bipod as a free action instead of an Interact action.

Type advanced; **Level** 2; **Price** 450 credits

You can either deploy or retrieve this automatic bipod as a free action instead of an Interact action.

ENTROPIC DESTABILIZER — UPGRADE 8+

MAGICAL | TECH | VOID

Usage installed in a weapon; **Bulk** –

Tendrils of dark energy soar from this unit when it's affixed to a weapon, coating it and its ammunition in a cosmic purple hue. When you hit with the weapon, add 1d4 void damage to the damage dealt. In addition, on a critical hit, the target takes 2d4 persistent void damage; if the target has a shield raised, the shield takes the same amount of persistent damage (its wielder rolls the flat check to see if the persistent damage ends, or the GM rolls if the shield is no longer in someone's possession). Unlike normal void damage, the void damage from an *entropic destabilizer* damages objects, constructs, and the like by eroding them away.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 15; **Price** 65,000 credits

The void damage dealt by this weapon ignores the target's void resistance or immunity. Increase the persistent void damage dealt on a critical hit to 4d4.

FEAR PROJECTOR — UPGRADE 5+

EMOTION | FEAR | MAGICAL | MENTAL | TECH

Usage installed in a weapon; **Bulk** –

This integrated hologram projector makes the wounds caused by a weapon appear worse than they are. When you critically hit with the weapon, the target becomes frightened 1.

Type commercial; **Level** 5; **Price** 1,600 credits

Type tactical; **Level** 12; **Price** 20,000 credits

When you critically hit with this weapon, the target becomes frightened 2.

FIREBURST CHAMBER — UPGRADE 4

TECH

Price 750 credits

Usage installed in a grenade launcher or two-handed weapon with an undermounted grenade launcher; **Bulk** L

A fireburst chamber allows you to direct the detonation of a grenade inside of a grenade launcher or an undermounted grenade launcher.

Activate—Fireburst Mode ◆ (manipulate) **Effect** The grenade launcher or the undermounted grenade launcher gains the area (cone) trait with a range of 15 feet and uses the properties of the grenade it fires instead of using its normal range. You can end this effect with an Interact action.

FLAMING MODULE — UPGRADE 8+

FIRE | MAGICAL | TECH

Usage installed in a weapon; **Bulk** –

This module overheats the weapon's striking edge and ammunition. It deals an additional 1d6 fire damage, plus 1d10 persistent fire damage on a critical hit.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 15; **Price** 65,000 credits

Increase the persistent damage on a critical hit to 2d10. Fire damage dealt by this weapon (including the persistent fire damage) ignores the target's fire resistance.

FROST MODULE — UPGRADE 8+

COLD | MAGICAL | TECH

Usage installed in a weapon; **Bulk** –

This module siphons the heat from the weapon's striking edge and ammunition, powering itself with the excess energy as it chills the air around it. It deals an additional 1d6 cold damage. On a critical hit, the target is also slowed 1 until the end of your next turn unless it succeeds at a DC 24 Fortitude save.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 15; **Price** 65,000 credits

The save DC is 34. Cold damage dealt by this weapon ignores the target's cold resistance.

GHOST KILLER — UPGRADE 4

MAGICAL | TECH

Price 750 credits

Usage installed on a weapon; **Bulk** –

This upgrade lets you harm creatures without physical form. A *ghost killer* weapon is particularly effective against incorporeal creatures, which almost always have a specific vulnerability to *ghost killer* weapons. Incorporeal creatures can touch, hold, and wield *ghost killer* weapons (unlike most physical objects).

HOLY MODULE — UPGRADE 11+

HOLY | MAGICAL | TECH

Usage installed in a weapon; **Bulk** –

This upgrade is often adorned with a religious symbol and channels celestial power. It deals an additional 1d4 spirit damage, or an extra 2d4 against an unholy target. If you are unholy, you are enfeebled 2 while carrying or wielding this weapon. On a critical hit, the target is also dazzled (or blinded if unholy) until the end of your next turn unless it succeeds at a DC 28 Fortitude save.

Type commercial; **Level** 11; **Price** 14,000 credits

Type tactical; **Level** 16; **Price** 80,000 credits

The save DC is 35.

LOUDENER — UPGRADE 8+

SONIC | TECH

Usage installed on a weapon without a silencer; **Bulk** L

This specialized cone is installed over the muzzle or hilt of a weapon to use pneumonic pulses and passive acoustics to increase the volume of its attacks. It deals an extra 1d6 sonic damage. On a critical hit, the target must succeed at a DC 24 Fortitude save or be deafened for 1 minute (or 1 hour on a critical failure).

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 15; **Price** 65,000 credits
The save DC is 34, and the deafness is permanent. Sonic damage dealt by this weapon ignores the target's sonic resistance.

MERCIFUL UPGRADE 4

MAGICAL TECH

Price 700 credits

Usage installed in a weapon; **Bulk** –

Merciful weapons are limned in a green glow recognized around the galaxy. A *merciful* weapon has the nonlethal trait and can't be used to make a lethal attack. Any persistent damage the weapon would deal is negated.

On a critical hit, a *merciful* weapon causes the target to become fascinated with the weapon's wielder for 1 minute, as the target is bombarded with feelings of guilt and remorse. This is a mental effect. If you have access to the weapon's critical specialization effect, you choose whether to use it or the *merciful* effect.

QUICKLOCK UPGRADE 16

UNCOMMON MAGICAL TECH

Price 100,000 credits

Usage installed in a weapon; **Bulk** L

A *quicklock* weapon has multiple tracking devices and additional computer processors to increase the rapidity of its built-in targeting systems, allowing its wielder to strike rapidly. While wielding a *quicklock* weapon, you gain the quickened condition, but you can use the additional action granted only to make a Strike with the weapon.

RETRIEVAL BOOSTERS UPGRADE 3

TECH

Price 550 credits

Usage installed in a thrown weapon; **Bulk** –

When you make a thrown Strike with this weapon, a complex combination of stabilizers and boosters propels it back into your free hand (or other appendage) after the Strike is complete. If your hands are full when the weapon returns, it falls to the ground in your space.

SHOCK MODULE UPGRADE 8+

ELECTRICITY MAGICAL TECH

Usage installed in a weapon; **Bulk** –

This circuit safely courses electricity through your weapon. It deals an extra 1d6 electricity damage. On a critical hit, electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 15; **Price** 65,000 credits
Increase the electricity damage dealt on a critical hit to 2d10 (including the damage dealt to two other creatures). Electricity damage dealt by this weapon ignores the target's electricity resistance (and the other creatures' on a critical hit).

SILENCER UPGRADE 0+

TECH

Usage installed in ranged weapon without a loudener; **Bulk** L

A cylinder is filled with internal sound baffles to reduce noise. The weapon doesn't make a loud noise when fired. However, creatures hit by the ammunition might still cry out in pain.

Type commercial; **Level** 0; **Price** 10 credits

Type tactical; **Level** 9; **Price** 7,500 credits
A *tactical silencer* is a hybrid item with the magical and tech traits. Shots fired from a *tactical silencer* magically dampen sounds around them. On a critically successful Strike, the target becomes unable to make sound. The target can't use sonic attacks, nor can it use actions with the auditory trait. This also prevents the target from casting spells due to the incantations or sounds involved in casting, with the exception of subtle spells. The target can resist the effects of the silencer with a successful DC 27 Will save.

SMUGGLER'S GRIP UPGRADE 2+

TECH

Usage installed in one-handed weapon (grip); **Bulk** –

These grips are designed to make it easy to conceal your weapon and are frequently used by detectives, diplomats, and smugglers. The weapon gains the concealed trait.

Type commercial; **Level** 2; **Price** 400 credits

Type tactical; **Level** 6; **Price** 2,600 credits
A *tactical smuggler's grip* is a hybrid item with the extradimensional, magical, and tech traits. You can pull the weapon into an extradimensional space as an Interact action, leaving behind a palm-sized disk and granting you a +4 item bonus to your Stealth check to Conceal the Object. You can't draw the weapon while it's in the extradimensional space, but you can use an Interact action to retrieve it.

SNIPER'S SCOPE UPGRADE 1+

TECH

Usage installed in a weapon (sight); **Bulk** L

A telescopic sighting attachment helps view distant targets.

Activate—Adjust Sight ◆ (manipulate) **Effect** Increase the range increment of the weapon the scope is attached to by 10 feet. If the weapon has a base range increment of 50 feet or more, increase the range of the weapon by 20 feet instead. This lasts until the beginning of your next turn or until you're no longer wielding the weapon this scope is attached to, whichever comes first. This does not increase the size of area attacks.

Type commercial; **Level** 1; **Price** 150 credits

Type tactical; **Level** 3; **Price** 700 credits
The scope grants you a +1 item bonus to visual Perception checks to Seek creatures through the scope.

Type advanced; **Level** 9; **Price** 8,000 credits

As tactical version, but the item bonus is +2, and Adjust Sight increases the weapon's range increment by 20 feet or 40 feet based on the range of the weapon.

Type superior; **Level** 17; **Price** 160,000 credits

As tactical version, but the item bonus is +3, and Adjust Sight increases the weapon's range increment by 40 feet or 80 feet based on the range of the weapon.

TRUESIGHT SIGHT UPGRADE 8+

MAGICAL TECH

Usage installed in a weapon (sight); **Bulk** –

Lenses are made of crystals specially infused with spells as they're cut, then installed into autofocusing sights. You gain a +1 item bonus to visual Perception checks to Seek when looking through the scope.

Activate—See the Truth ◆◆ (manipulate) **Frequency** once per day; **Effect** For the next 10 minutes, while looking through the scope, you can see invisible creatures as though they weren't invisible. Additionally, you can see incorporeal creatures, like ghosts, hiding within 10 feet of an object's surface.

Type commercial; **Level** 8; **Price** 8,000 credits

Type tactical; **Level** 13; **Price** 30,000 credits

The item bonus is +2. When you activate See the Truth, you see the truth of the world. The GM rolls a secret counteract check with a +20 counteract modifier and a counteract rank of 7 against any illusion, morph, or polymorph effect in the area, but only for the purpose of determining whether you see through it, not to end the spell or effect.

UNDERMOUNTED GRENADE LAUNCHER UPGRADE 0+

TECH

Usage installed in two-handed weapon; **Bulk** 1

This bracket-mounted grenade launcher is most often advertised for use with fragmentation grenades, but can efficiently deploy utility ordinances, such as smoke grenades and flashbangs. Unlike a dedicated grenade launcher, it takes 10 minutes to load an undermounted grenade launcher, reassembling the grenade into ammunition by mounting it on a specialized reusable firing cap. Once a grenade has been loaded, it can only be safely removed by disassembling the entire grenade, destroying it in the process.

Activate—Launch ◆ (attack) **Effect** You launch the loaded grenade.

Type commercial; **Level** 0; **Price** 50 credits

This grenade launcher has a range of 20 feet.

Type tactical; **Level** 2; **Price** 250 credits

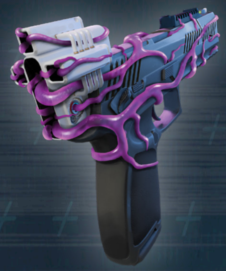
This grenade launcher has a range of 30 feet and the tracking +1 trait.

Type advanced; **Level** 10; **Price** 8,200 credits

This grenade launcher has a range of 40 feet and the tracking +2 trait.

Type superior; **Level** 16; **Price** 79,000 credits

This grenade launcher has a range of 50 feet and the tracking +3 trait.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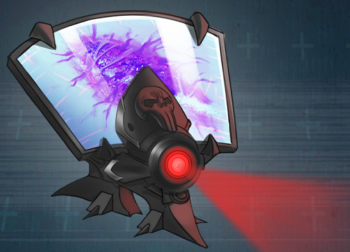
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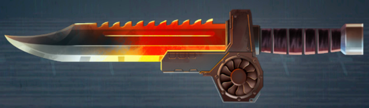
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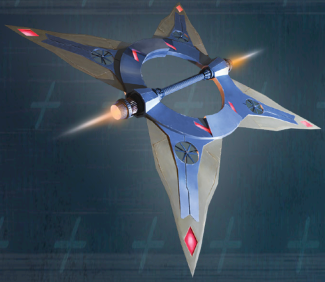
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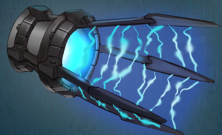
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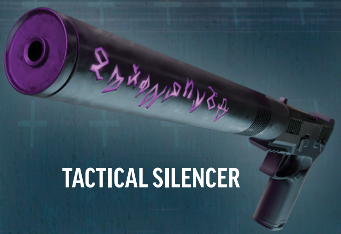
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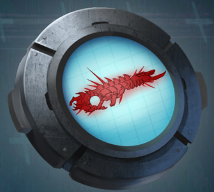
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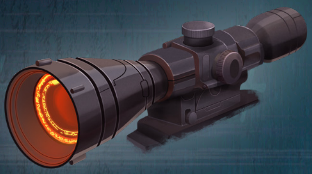
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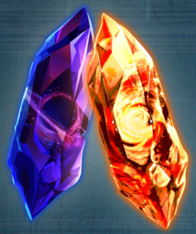
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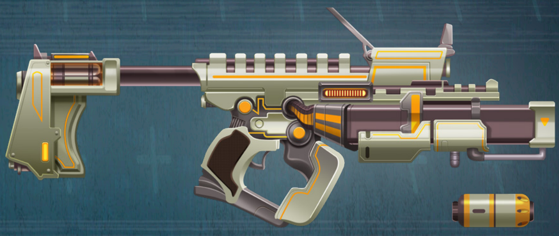

UNDERMOUNTED GRENADE LAUNCHER

UNICLAMP UPGRADE 1

TECH

Price 100 credits

Usage installed in a weapon; **Bulk** L

This is the ultimate all-purpose accessory item for holding everything from a fire extinguisher or flashlight to a musical instrument or comm unit. You can securely attach a single piece of tech gear of up to 1 Bulk to a uniclamp when you install the upgrade. You can activate the attached item using the same number of hands you use to wield your weapon while still wielding your weapon. The uniclamp can be properly configured to handle only non-magical tech gear and doesn't function with weapons or shields. The GM might determine that some items don't fit on certain weapons.

SOLARIAN CRYSTALS

A solarian crystal is a special gemstone grown from the coronal ejections of stars and used to enhance the power of a solarian's attacks. There are two forms of solarian crystals: core crystals and orbital crystals. Core crystals offer the most basic and essential benefits: a *weapon potency* crystal adds a bonus to the solar weapon's attack rolls, and the *striking* crystal adds extra weapon damage dice. Orbital crystals grant more varied effects—typically powers that take effect each time the weapon is used.

A solarian can add a solarian crystal to their solar weapon or solar flare by spending an Interact action, and it remains until they remove it with another Interact action. A solarian's solar weapon and solar flare can have one *weapon potency* and one *striking* crystal each, plus a number of orbital crystals equal to the value of the *weapon potency* crystal they're using with their weapon or flare.

Solarian crystal abilities must be activated following the rules for activating items on page 282.

Core Solarian Crystals

These crystals provide essential benefits to a solarian's solar weapon by increasing its accuracy and damage potential.

STRIKING CRYSTAL 4+

MAGICAL

Usage added to solar weapon or solar flare

This gem contains the condensed matter of a star and increases the weapon damage dice of a solar weapon or flare to two instead of one. For instance, a *commercial striking crystal* would make a solar weapon deal 2d8 damage instead of 1d8.

Type commercial; **Level** 4; **Price** 650 credits

Type tactical; **Level** 12; **Price** 10,650 credits
The solar weapon deals three weapon damage dice.

Type advanced; **Level** 19; **Price** 310,650 credits
The solar weapon deals four weapon damage dice.

WEAPON POTENCY CRYSTAL 2+

MAGICAL

Usage added to solar weapon or solar flare

This item crystallizes the focus needed to replicate the actions of a star. Attack rolls with the solar weapon or flare gain a +1 item bonus, and the weapon or flare can benefit from one orbital crystal.

Type *+1 weapon potency*; **Level** 2; **Price** 350 credits

Type *+2 weapon potency*; **Level** 10; **Price** 9,350 credits
The item bonus to attack rolls is +2, and the weapon or flare can benefit from two orbital crystals.

Type *+3 weapon potency*; **Level** 16; **Price** 89,350 credits
The item bonus to attack rolls is +3, and the weapon or flare can benefit from three orbital crystals.

Orbital Solarian Crystals

These crystals add special abilities to a solar weapon beyond the basics of core solarian crystals. Some orbital solarian crystals affect your solar shot or other aspects of your solar mote instead of, or in addition to, your solar weapon. If a solarian uses multiple orbital crystals of the same type, only the highest-level one applies.

CYCLING CRYSTAL 6

MAGICAL

Price 2,000 credits

Usage added to solar weapon or solar flare

A *cycling crystal* gives you greater control over the cycle of energies flowing through your solar manifestations.

Activate—Halt Cycle ◈ (concentrate) **Frequency** once per 10 minutes; **Trigger** You critically hit with your solar weapon or solar flare as part of an action with the cycle trait; **Effect** You can choose whether to change your attunement state or remain in your current attunement state.

GLUON CRYSTAL 6+

MAGICAL

Usage added to solar weapon or solar flare

A *gluon crystal* harnesses entropy to cause serious lasting wounds. Your solar weapon or solar flare deals an extra 1d4 persistent bleed damage. On a critical hit, the target is clumsy 1 until it recovers from the persistent bleed damage.

Type commercial; **Level** 6; **Price** 2,360 credits

Type tactical; **Level** 9; **Price** 6,600 credits
The persistent bleed damage increases to 1d6.

Type advanced; **Level** 12; **Price** 18,900 credits
The persistent bleed damage increases to 1d8.

Type superior; **Level** 15; **Price** 61,400 credits
The persistent bleed damage increases to 1d10.

GRAVITON CRYSTAL 7+

MAGICAL

Usage added to solar weapon or solar flare

A *graviton crystal* increases the forces of gravity around your solar manifestations, accelerating its impact and possibly trapping foes within its gravity field. While graviton attuned, your solar weapon or solar flare deals an extra 1d6 damage of your solar weapon's or flare's damage type. On a critical hit while you're graviton attuned, the target must succeed at a DC 23 Fortitude save or be slowed 1 until the end of your next turn.

Type commercial; **Level** 7; **Price** 3,600 credits

Type tactical; **Level** 14; **Price** 45,000 credits

The save DC is 31, and the target is slowed 1 for 2 rounds. Additionally, when you hit an immobilized or suppressed creature with your solar weapon or solar flare, the target must succeed at a DC 31 Fortitude save or be knocked prone.

PHOTON — CRYSTAL 7+

MAGICAL

Usage added to solar weapon or solar flare

A *photon crystal* increases the flow of photon into your solar manifestations, burning and blinding your foes. While photon attuned, your solar weapon or solar flare deals an extra 1d6 fire damage. On a critical hit while you're photon attuned, the target must succeed at a DC 23 Fortitude save or be blinded for 1 round.

Type commercial; **Level** 7; **Price** 3,600 credits

Type tactical; **Level** 14; **Price** 45,000 credits

The save DC is 31, and the target is blinded for 2 rounds. Damage dealt by your solar weapon or flare while photon attuned ignores the target's resistance to fire.

QUASAR — CRYSTAL 13

UNCOMMON **MAGICAL**

Price 30,000 credits

Usage added to solar weapon or solar flare

Quasar crystals condense your solar energy into a single point ready to release on impact. Attacks with this weapon are a critical hit on a 19 on the die as long as that result is a success. This property has no effect on a 19 if the result would be a failure.

WEAPON UPGRADES

Item	Level	Price	Bulk
Bipod, commercial	0	2	1
Silencer, commercial	0	10	L
Undermounted grenade launcher, commercial	0	50	1
Bipod, tactical	1	100	1
Sniper's scope, commercial	1	150	L
Uniclamp	1	100	L
Bipod, advanced	2	450	1
Smuggler's grip, commercial	2	400	–
Undermounted grenade launcher, tactical	2	250	1
Retrieval boosters	3	550	–
Sniper's scope, tactical	3	700	L
Fireburst chamber	4	750	L
Ghost killer	4	750	–
Merciful	4	700	–
Fear projector, commercial	5	1,600	–
Smuggler's grip, tactical	6	2,600	–
Entropic destabilizer, commercial	8	5,000	–
Flaming module, commercial	8	5,000	–
Frost module, commercial	8	5,000	–
Loudener, commercial	8	5,000	L
Shock module, commercial	8	5,000	–
Truesight sight, commercial	8	8,000	–
Silencer, tactical	9	7,500	L
Sniper's scope, advanced	9	8,000	L
Undermounted grenade launcher, advanced	10	8,200	1
Holy module, commercial	11	14,000	–
Animated intelligence, commercial^{U}	12	20,000	–
Fear projector, tactical	12	20,000	–
Truesight sight, tactical	13	30,000	–
Entropic destabilizer, tactical	15	65,000	–
Flaming module, tactical	15	65,000	–
Frost module, tactical	15	65,000	–
Loudener, tactical	15	65,000	L
Shock module, tactical	15	65,000	–
Animated intelligence, tactical^{U}	16	80,950	–
Holy module, tactical	16	80,000	–
Quicklock^{U}	16	100,000	L
Undermounted grenade launcher, superior	16	79,000	1
Sniper's scope, superior	17	160,000	L
Animated intelligence, advanced^{U}	20	700,000	–

SOLARIAN WEAPON CRYSTALS

Core Crystals

Item	Level	Price
+1 weapon potency	2	350
Striking, commercial	4	650
+2 weapon potency	10	9,350
Striking, tactical	12	10,650
+3 weapon potency	16	89,350
Striking, advanced	19	310,650

Orbital Crystals

Item	Level	Price
Cycling	6	2,000
Gluon, commercial	6	2,360
Graviton, commercial	7	3,600
Photon, commercial	7	3,600
Gluon, tactical	9	6,600
Gluon, advanced	12	18,900
Quasar^{U}	13	30,000
Graviton, tactical	14	45,000
Photon, tactical	14	45,000
Gluon, superior	15	61,400

PRECIOUS AMMUNITION & WEAPONS

Most projectiles use ammunition primarily composed of a variety of materials ranging from copper and lead to steel and plastic. Projectile weapons can also use ammunition created using precious materials that can add additional benefits, such as bypassing specific resistances of enemies or adding new traits to your attacks. Weapons can also be constructed using precious materials for 10 times the price of a piece of projectile ammunition plus an extra price for the bulk of the weapon. Grenades and missiles that deal physical damage can be crafted using precious materials at three times the price. The benefits of precious material conferred to attacks apply only to ammunition, melee, and thrown weapons that deal physical damage. A melee weapon that can deal different types of damage, such as the phase cutlass, only applies the benefits of the precious material when the weapon deals physical damage. An item can be made with no more than one precious material, and only an expert in Crafting can create it. Some rare materials require master or even legendary proficiency.

A material's Price depends on how hard it is to work, its scarcity, and its purity; most items made with precious materials use an alloy, blend, or coating rather than using the material in its purest form. The three grades of purity for precious materials are low grade, standard grade, and high grade. Regardless of a precious material's purity, an item made from it gains the full effects of the precious material, but creating higher-level items and more powerful magic runes with precious material requires greater purity.

Some precious materials are available only at certain grades. For instance, adamantine can't be low grade, and orichalcum must be high grade. Items made of materials with a lower grade than expected for the item's level, or of a higher grade than necessary, will mention the precious material's grade.

ABYSIUM AMMUNITION ITEM 11+

UNCOMMON

Abysium is a blue-green metal with a green luminescence that causes damage to creatures' immune systems. Abysium weapons are safely contained in an outer shell but have one fewer upgrade slot. Abysium ammunition has to be loaded into a weapon's empty upgrade slot, effectively reducing the number of upgrades a weapon that fires abysium projectiles can have by one. Abysium ammunition deals an additional 1d4 poison damage on a successful Strike, and on a critical hit, the target is sickened 1, or sickened 2 with high-grade abysium.

Type standard-grade abysium ammunition; **Level** 11; **Price** 2,000 credits (20,000 + 2,000 credits per Bulk for weapons); **Craft Requirements** at least 250 credits of abysium (2,500 + 250 credits per Bulk for weapons)

Type high-grade abysium ammunition; **Level** 17; **Price** 24,000 credits (240,000 + 24,000 credits per Bulk for weapons); **Craft Requirements** at least 12,000 credits of abysium (120,000 + 12,000 credits per Bulk for weapons)

ADAMANTINE AMMUNITION ITEM 11+

UNCOMMON

Adamantine ammunition have a shiny black appearance and blast through obstacles with ease. They treat any object they hit as if it had half as much Hardness as usual, unless the object's Hardness is higher than 5 for standard-grade ammunition or 8 for high-grade ammunition.

Type standard-grade adamantine ammunition; **Level** 11; **Price** 1,400 credits (14,000 + 1,400 credits per Bulk for weapons); **Craft Requirements** at least 175 credits of adamantine (1,750 + 175 credits per Bulk for weapons)

Type high-grade adamantine ammunition; **Level** 17; **Price** 13,500 credits (135,000 + 13,500 credits per Bulk for weapons); **Craft Requirements** at least 6,750 credits of adamantine (67,500 + 6,750 credits per Bulk for weapons)

AUCTURNITE AMMUNITION ITEM 11+

RARE

Aucturnite is the dull yellow remains of the planet Aucturn. The ore is often found in a crescent shape, and a basic aucturnite chakram is effectively composed of unrefined aucturnite that would be unsuitable to craft any other weapon. Aucturnite weapons gain the critical (mental) trait. The weapon applies the mental critical weapon specialization in addition to its group's normal critical weapon specialization effect with high-grade aucturnite or a standard-grade aucturnite chakram. You can craft, buy, or improve a *fear projector* upgrade permanently installed in a high-grade aucturnite chakram for half the normal price, without using an upgrade slot.

Type standard-grade aucturnite ammunition; **Level** 11; **Price** 920 credits (9,200 + 920 credits per Bulk for weapons); **Craft Requirements** at least 115 credits of aucturnite (1,150 + 115 credits per Bulk for weapons)

Type high-grade aucturnite ammunition; **Level** 17; **Price** 9,600 credits (96,000 + 9,600 credits per Bulk for weapons); **Craft Requirements** at least 4,800 credits of aucturnite (48,000 + 4,800 credits per Bulk for weapons)

COLD IRON AMMUNITION ITEM 2+

Cold iron ammunition deals additional damage to creatures like devils and gremlins that have a weakness to cold iron.

Type low-grade cold iron ammunition; **Level** 2; **Price** 40 credits (400 + 40 credits per Bulk for weapons); **Craft Requirements** at least 2 credits of cold iron (20 + 2 credits per Bulk for weapons)

Type standard-grade cold iron ammunition; **Level** 10; **Price** 880 credits (8,800 + 880 credits per Bulk for weapons); **Craft Requirements** at least 110 credits of cold iron (1,100 + 110 credits per Bulk for weapons)

Type high-grade cold iron ammunition; **Level** 16; **Price** 9,000 credits (90,000 + 9,000 credits per Bulk for weapons); **Craft Requirements** at least 4,500 credits of cold iron (45,000 + 450 credits per Bulk for weapons)

DJEZET AMMUNITION ITEM 12+

RARE

Djezet is a rust red metal that's liquid at room temperature and extremely reactive to magic. Critical hits made with djezet ammunition against a prepared or spontaneous spellcaster cause the target to lose one prepared spell or one spontaneous spell slot unless the target succeeds at a Will save (DC 30 for standard grade or DC 40 for high grade). The slot is randomly selected from among the caster's highest three spell ranks (and then from among the spells prepared in that rank, for a prepared spellcaster).

Type standard-grade djezet ammunition; **Level** 12; **Price** 1,800 credits (18,000 + 1,800 credits per Bulk for weapons); **Craft Requirements** at least 225 credits of djezet (2,250 + 225 credits per Bulk for weapons)

Type high-grade djezet ammunition; **Level** 18; **Price** 22,000 credits (220,000 + 22,000 credits per Bulk for weapons); **Craft Requirements** at least 11,000 credits of djezet (110,000 + 11,000 credits per Bulk for weapons)

NOQUAL AMMUNITION ITEM 12+

RARE

Noqual is a light and strong metal that breaks apart the bonds of magic. Against summoned creatures and spell effects that can be damaged by physical attacks, a Strike with a noqual weapon gains a circumstance bonus to damage equal to twice the number of weapon damage dice. In addition, noqual weapons disrupt spellcasters' concentration, causing them to become stupefied 1 for 1 round on a critical hit.

Type standard-grade noqual ammunition; **Level** 12; **Price** 1,600 credits (16,000 + 1,600 credits per Bulk for weapons); **Craft Requirements** at least 200 credits of noqual (2,000 + 200 credits per Bulk for weapons)

Type high-grade noqual ammunition; **Level** 18; **Price** 24,000 credits (240,000 + 24,000 credits per Bulk for weapons); **Craft Requirements** at least 12,000 credits of noqual (120,000 + 12,000 credits per Bulk for weapons)

ORICHALCUM AMMUNITION ITEM 18

RARE

Orichalcum weapons have an extra upgrade slot. Due to its temporal properties, you can buy and install a *quicklock* weapon upgrade that only functions with orichalcum ammunition and weapons for half the normal price.

Type high-grade orichalcum weapon; **Level** 18; **Price** 22,500 credits (225,000 + 2,250 credits per Bulk for weapons); **Craft Requirements** at least 11,250 credits of orichalcum (112,500 + 11,250 credits per Bulk for weapons)

SHIMMERSTONE AMMUNITION ITEM 12+

RARE

Shimmerstone is a psychically active but brittle crystalline ore that radiates a calming aura. Most shimmerstone staves are effectively unrefined ore used as weapons by Veskarium spellcasters. Shimmerstone weapons gain the caster trait. Mental spells cast by a character wielding a shimmerstone weapon or weapon loaded with shimmerstone ammunition cause the weapon to deal mental damage until the end of your next turn or until you cast another spell. You can buy and install a *merciful* weapon upgrade that only functions with high-grade shimmerstone ammunition and weapons for half the normal price, without using an upgrade slot.

Type standard-grade shimmerstone ammunition; **Level** 12; **Price** 920 credits (9,200 + 920 credits per Bulk for weapons); **Craft Requirements** at least 115 credits of shimmerstone (1,500 + 115 credits per Bulk for weapons)

Type high-grade shimmerstone ammunition; **Level** 18; **Price** 9,600 credits (96,000 + 9,600 credits per Bulk for weapons); **Craft Requirements** at least 4,800 credits of shimmerstone (48,000 + 4,800 credits per Bulk for weapons)

SICCATITE AMMUNITION ITEM 11+

RARE

Ammunition and weapons made of siccatite are constantly surrounded by shimmering heat or a corona of rime, depending on the siccatite's type. Siccatite weapons automatically gain either a *flaming module* or *frost module* weapon upgrade that deals 1d8 damage instead of 1d6, for hot and cold siccatite respectively. High-grade siccatite gains a *tactical flaming module* or *tactical frost module* instead. A thermal dynafan's design makes it easier to incorporate siccatite when constructing their heatsink in pairs; you can purchase or craft a pair of connected thermal dynafans as if it were a single weapon with 2 Bulk.

Type standard-grade siccatite ammunition; **Level** 11; **Price** 1,400 credits (14,000 + 1,400 credits per Bulk for weapons); **Craft Requirements** at least 175 credits of siccatite (1,750 + 175 credits per Bulk for weapons)

Type high-grade siccatite ammunition; **Level** 17; **Price** 15,000 credits (150,000 + 15,000 credits per Bulk for weapons); **Craft Requirements** at least 7,500 credits of siccatite (75,000 + 7,500 credits per Bulk for weapons)

SILVER AMMUNITION ITEM 2+

Silver ammo deals additional damage to creatures with weakness to silver and ignores the resistance of creatures like devils.

Type low-grade silver weapon; **Level** 2; **Price** 40 credits (400 + 40 credits per Bulk for weapons); **Craft Requirements** at least 2 credits of silver (20 + 2 credits per Bulk for weapons)

Type standard-grade silver weapon; **Level** 10; **Price** 880 credits (8,800 + 880 credits per Bulk for weapons); **Craft Requirements** at least 110 credits of silver (1,100 + 110 credits per Bulk for weapons)

Type high-grade silver weapon; **Level** 16; **Price** 9,000 credits (90,000 + 9,000 credits per Bulk for weapons); **Craft Requirements** at least 4,500 credits (45,000 + 4,500 credits per Bulk for weapons)

GRENADES

An item with the grenade trait can be thrown with a range of 70 feet using the Area Fire action (page 410) as though it had the area (burst) trait at the listed radius using a single action instead of two actions. Grenades are simple thrown weapons that are expended when used. If you apply the critical specialization effect of grenades, apply the grenade's listed effect to each creature that rolls a critical failure against the grenade's effects.

Unlike most weapons, grenades can bounce off a solid surface (not a creature) once without exploding. This allows for grenades to move in a straight line toward a solid surface, then move up to their remaining distance in another straight line from that point, potentially even bouncing out of line of sight.

GRENADES

ELECTROMAG GRENADE ITEM 0+

CONSUMABLE | ELECTRICITY | GRENADE | TECH

Usage held in 1 hand; **Bulk** L

Activate ◆ Area Fire

These grenades discharge a shocking field that deals electricity damage with a basic Reflex save. If you have access to the critical specialization effect of grenades, tech creatures and unattended tech items that critically fail their saving throw against electromag grenades become glitching.

Type commercial; **Level** 0; **Price** 10 credits; **Critical** glitching 1

The burst radius is 5 feet, and the electricity damage is 1d8.

Type tactical; **Level** 2; **Price** 80 credits; **Critical** glitching 1

The burst radius is 10 feet, and the electricity damage is 2d8.

Type advanced; **Level** 4; **Price** 120 credits; **Critical** glitching 1

The burst radius is 10 feet, and the electricity damage is 3d8.

Type superior; **Level** 10; **Price** 1,500 credits; **Critical** glitching 1

The burst radius is 15 feet, and the electricity damage is 8d8.

Type elite; **Level** 12; **Price** 3,000 credits; **Critical** glitching 2

The burst radius is 15 feet, and the electricity damage is 10d8.

Type ultimate; **Level** 16; **Price** 13,000 credits; **Critical** glitching 2

The burst radius is 20 feet, and the electricity damage is 12d8.

Type paragon; **Level** 19; **Price** 50,000 credits; **Critical** glitching 3

The burst radius is 20 feet, and the electricity damage is 14d8.

FLASH GRENADE ITEM 0+

CONSUMABLE | GRENADE | LIGHT | TECH | VISUAL

Usage held in 1 hand; **Bulk** L

Activate ◆ Area Fire

A flash grenade unleashes a blast of bright light that requires creatures in the radius to attempt a Fortitude save.

Type commercial; **Level** 0; **Price** 10 credits

The radius is 5 feet, and on a failure, the creature is dazzled for 1 round.

Type tactical; **Level** 2; **Price** 80 credits; **Critical** dazzled for 2 rounds

The radius is 10 feet, and on a failure, the creature is dazzled for 1 round.

Type advanced; **Level** 4; **Price** 120 credits; **Critical** blinded for 1 round

The radius is 10 feet, and on a failure, the creature is dazzled for 2 rounds.

Type superior; **Level** 10; **Price** 1,500 credits; **Critical** blinded for 1 round

The radius is 15 feet, and on a failure, the creature is dazzled for 2 rounds.

Type elite; **Level** 12; **Price** 3,000 credits; **Critical** blinded for 2 rounds

The radius is 15 feet, and on a failure, the creature is blinded for 1 round, then dazzled for 1 round.

Type ultimate; **Level** 16; **Price** 13,000 credits; **Critical** blinded for 2 rounds

The radius is 20 feet, and on a failure, the creature is blinded for 1 round, then dazzled for 1 round.

Type paragon; **Level** 19; **Price** 50,000 credits; **Critical** blinded for 3 rounds, then dazzled for 2 rounds

The radius is 20 feet, and on a failure, the creature is blinded for 2 rounds.

FRAG GRENADE ITEM 0+

CONSUMABLE | GRENADE | TECH

Usage held in 1 hand; **Bulk** L

Activate ◆ Area Fire

These fragmentary grenades explode in a cloud of shrapnel and deal piercing damage in a burst with a basic Reflex save.

Type commercial; **Level** 0; **Price** 10 credits; **Critical** 1 persistent bleed damage

The burst radius is 5 feet, and the piercing damage is 1d8.

Type tactical; **Level** 2; **Price** 80 credits; **Critical** 1d4 persistent bleed damage

The burst radius is 10 feet, and the piercing damage is 2d8.

Type advanced; **Level** 4; **Price** 120 credits; **Critical** 1d6 persistent bleed damage

The burst radius is 10 feet, and the piercing damage is 3d8.

Type superior; **Level** 10; **Price** 1,500 credits; **Critical** 1d6 persistent bleed damage

The burst radius is 15 feet, and the piercing damage is 8d8.

Type elite; **Level** 12; **Price** 3,000 credits; **Critical** 1d6 persistent bleed damage

The burst radius is 15 feet, and the piercing damage is 10d8.

Type ultimate; **Level** 16; **Price** 13,000 credits; **Critical** 1d8 persistent bleed damage

The burst radius is 20 feet, and the piercing damage is 12d8.

Type paragon; **Level** 19; **Price** 50,000 credits; **Critical** 1d8 persistent bleed damage

The burst radius is 20 feet, and the piercing damage is 4d8.

INCENDIARY GRENADE ITEM 0+

CONSUMABLE FIRE GRENADE TECH

Usage held in 1 hand; **Bulk** L

Activate ◆ Area Fire

These grenades use an ignited chemical to explode in a blast of intense heat and deal fire damage with a basic Reflex save. If you have access to the critical specialization effect of grenades, creatures who critically fail their saving throw against incendiary grenades are knocked away from the grenade.

Type commercial; **Level** 0; **Price** 10 credits; **Critical** 5 feet
The burst radius is 5 feet, and the fire damage is 1d8.

Type tactical; **Level** 2; **Price** 80 credits; **Critical** 5 feet
The burst radius is 10 feet, and the fire damage is 2d8.

Type advanced; **Level** 4; **Price** 120 credits; **Critical** 5 feet
The burst radius is 10 feet, and the fire damage is 3d8.

Type superior; **Level** 10; **Price** 1,500 credits; **Critical** 10 feet
The burst radius is 15 feet, and the fire damage is 8d8.

Type elite; **Level** 12; **Price** 3,000 credits; **Critical** 10 feet
The burst radius is 15 feet, and the fire damage is 10d8.

Type ultimate; **Level** 16; **Price** 13,000 credits; **Critical** 10 feet
The burst radius is 20 feet, and the fire damage is 12d8.

Type paragon; **Level** 19; **Price** 50,000 credits; **Critical** 10 feet
The burst radius is 20 feet, and the fire damage is 14d8.

SMOKE GRENADE ITEM 0+

CONSUMABLE GRENADE TECH

Usage held in 1 hand; **Bulk** L

Activate ◆ Area Fire

This grenade unleashes a cloud of concealing smoke in the radius. Creatures within the area have the concealed condition, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind or similar effect.

Type commercial; **Level** 0; **Price** 10 credits; **Radius** 5 feet
Type tactical; **Level** 2; **Price** 80 credits; **Radius** 10 feet
Type advanced; **Level** 4; **Price** 120 credits; **Radius** 15 feet
Type superior; **Level** 10; **Price** 1,500 credits; **Radius** 30 feet
Type elite; **Level** 12; **Price** 3,000 credits; **Radius** 40 feet
Type ultimate; **Level** 16; **Price** 13,000 credits; **Radius** 50 feet
Type paragon; **Level** 19; **Price** 50,000 credits; **Radius** 100 feet

GRENADE LAUNCHERS

Grenades can be launched from grenade launchers, instead of thrown, using the grenade launcher's range instead of the usual range of 70 feet.

GRENADE LAUNCHER ITEM 0+

TECH

Usage held in 2 hands; **Bulk** 3

Activate ◆◆ Area Fire

The rotating barrel of this automatic breechloading launcher holds up to six grenades of any variety with smart loading technology, allowing its wielder to choose a different grenade each time they fire. A grenade launcher is a martial ranged weapon, has a reload of 2, and a range 280 feet.

Type commercial; **Level** 0; **Price** 110 credits

Type tactical; **Level** 2; **Price** 410 credits
The weapon gains the tracking +1 trait, 1 upgrade slot, and the range is 350 feet.

Type superior; **Level** 10; **Price** 10,110 credits
The weapon gains the tracking +2 trait, 2 upgrade slots, and the range is 420 feet.

Type ultimate; **Level** 18; **Price** 100,110 credits
The weapon gains the tracking +3 trait, 3 upgrade slots, and the range is 490 feet.

GRENADES

Grenade	Item Level	Price	Damage
Electromag grenade, commercial	0	10	1d8 E
Frag grenade, commercial	0	10	1d8 P
Incendiary grenade, commercial	0	10	1d8 F
Flash grenade, commercial	0	10	–
Smoke grenade, commercial	0	10	–
Electromag grenade, tactical	2	80	2d8 E
Frag grenade, tactical	2	80	2d8 P
Incendiary grenade, tactical	2	80	2d8 F
Flash grenade, tactical	2	80	–
Smoke grenade, tactical	2	80	–
Electromag grenade, advanced	4	120	3d8 E
Frag grenade, advanced	4	120	3d8 P
Incendiary grenade, advanced	4	120	3d8 F
Flash grenade, advanced	4	120	–
Smoke grenade, advanced	4	120	–
Electromag grenade, superior	10	1,500	8d8 E
Frag grenade, superior	10	1,500	8d8 P
Incendiary grenade, superior	10	1,500	8d8 F
Flash grenade, superior	10	1,500	–
Smoke grenade, superior	10	1,500	–
Electromag grenade, elite	12	3,000	10d8 E
Frag grenade, elite	12	3,000	10d8 P
Incendiary grenade, elite	12	3,000	10d8 F
Flash grenade, elite	12	3,000	–
Smoke grenade, elite	12	3,000	–
Electromag grenade, ultimate	16	13,000	12d8 E
Frag grenade, ultimate	16	13,000	12d8 P
Incendiary grenade, ultimate	16	13,000	12d8 F
Flash grenade, ultimate	16	13,000	–
Smoke grenade, ultimate	16	13,000	–
Electromag grenade, paragon	19	50,000	14d8 E
Frag grenade, paragon	19	50,000	14d8 P
Incendiary grenade, paragon	19	50,000	14d8 F
Flash grenade, paragon	19	50,000	–
Smoke grenade, paragon	19	50,000	–

MAGIC ITEMS

From orbiting crystals imbued with power to gravity-defying equipment and hardlight devices, magic items are popular accessories for adventurers and collectors. Engineers have developed fascinating new fusions of magic and technology, often called magitech or hybrid tech, while artisans have revived magical crafting techniques from eras long past. Shopping for new magic gear is as simple as searching the infosphere, visiting a corporate storefront, or browsing an antique mall. Curiosity shops and flea markets are full of everything from knockoffs of the latest cutting-edge inventions to precious relics preserved from the ancient past, if you know where to look.

Technology and magic are everywhere in the galaxy. While some magic equipment have gone unchanged for thousands of years, the integration of technology to improve the functionality or cost of many popular items has given rise to hybrid items, which have both the magical and tech traits.

The tables on pages 286–287 list level, price, Bulk, and hands entries for a wide variety of magic and hybrid items. Each item has its own rules for how it functions: some require bespoke activations, while others function automatically, such as by granting constant item bonuses or other benefits when worn or held.

INVESTING MAGIC ITEMS

Certain magic and hybrid items convey their benefits only when worn and invested using the Invest an Item activity, connecting them to a specific PC. A PC can benefit from no more than 10 invested magic items each day. A PC can still gain the mundane benefits of a magic item without investiture.

INVEST AN ITEM

You invest your energy in an item with the invested trait as you don it. This process requires 1 or more Interact actions, usually taking the same amount of time it takes to don the item. Once you've Invested the Item, you benefit from its constant magical abilities as long as you meet its other requirements (for most invested items, the only other requirement is that you must be wearing the item). This investiture lasts until you remove the item.

You can invest no more than 10 items per day. If you remove an invested item, it loses its investiture. The item still counts against your daily limit after it loses its investiture. You reset the limit during your daily preparations, at which point you Invest your Items anew. If you're still wearing items you had invested the previous day, you can typically keep them invested on the new day, but they still count against your limit.

ACTIVATING ITEMS

While some items function automatically and grant constant benefits, others produce effects only when properly used. An activation lists the number of actions it takes and any traits of the activation and its effect. This information appears in the item's Activate entry.

ACTIVATING INVESTED ITEMS

You can Activate an Item with the invested trait only if it's invested by you.

MANIPULATE ACTIVATIONS

If the activation entry for an item has the manipulate trait, you can activate it only if you're holding the item or touching it with a free hand.

LIMITED ACTIVATIONS

Some items can be activated only a certain number of times per day, resetting during your daily preparations. You retain the constant benefits of these items even when the activation requirements of these items can no longer be met.

CAST A SPELL

If the activation entry for an item lists "Cast a Spell" after "Activate", you must use the same action as casting the spell to Activate the Item, unless noted otherwise. You must have a spellcasting class feature to Activate an Item with this activation. All the normal traits of the spell apply when you cast it by Activating an Item.

SPECIFIC MAGIC ITEMS

AEON STONE ITEM 5+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** –

Staple items within the Azlanti Star Empire, these gemstones are popular status symbols for adventurers and wealthy collectors. Despite their myriad forms and functions, these stones are purportedly all fragments of crystal tools used by otherworldly entities to build the Universe in ancient times.

When you invest one of these precisely shaped crystals, the stone orbits your head (or another visible part of your anatomy if you don't have a head) instead of being worn on your body. You can stow an *aeon stone* with an Interact action, and an orbiting stone can be snatched out of the air with a successful Disarm action against you. A stowed or removed stone remains invested, but its effects are suppressed until you return it to orbit your head again.

There are various types of *aeon stones*, each with a different appearance and magical effect. Each *aeon stone* also gains a resonant power when slotted into specific items, such as weapons with the aeon trait or antique magical devices called *wayfinders*.

Type guiding; **Level** 15; **Price** 61,000 credits

This gold star glitters with joyful energy. Its resonant power allows you to cast *guidance* as an occult innate cantrip.

Activate—Cosmic Luck ⤾ (concentrate, fortune) **Frequency** once per day; **Trigger** You critically fail an attack roll, saving throw, or skill check; **Effect** You change the critical failure into a failure.

Type life-giving; **Level** 7; **Price** 3,500 credits

This nacreous, tapered cylinder provides a breath of air when you need it most. You can hold your breath for twice as long, and you gain a +1 item bonus to saves against inhaled poisons.

The resonant power allows you to cast *life seal* as a divine innate spell once per day.

Type navigating; **Level** 16; **Price** 95,000 credits

This deep purple helicoid prism guides your innate sense of direction in even the emptiest reaches of space. You gain a +2 item bonus to Piloting checks to Navigate. The resonant power allows you to cast *seek the stars* as a divine innate cantrip.

Activate—Navigate ◆ (concentrate) **Frequency** once per day; **Effect** You concentrate on a Drift beacon you've visited before and mentally chart a course for that location. You immediately know which direction to travel to reach your destination, and your journey takes 1 day less if you're piloting the ship.

Type projecting; **Level** 13; **Price** 22,000 credits

This opalescent sapphire cone grants you a limited form of projected empathy with a range of 100 feet that can be roughly understood by creatures regardless of language and includes a type and intensity of emotion, such as "mild anger," "intense joy," or "deep sadness." When you Sense the Motive of a creature within 30 feet, you detect the presence or absence of thoughts from the creature as though you cast the 1-action version of *detect thoughts*.

The resonant power allows you to cast *mind skewer* as a 1st-rank occult innate spell once per day.

Type uplifting; **Level** 5; **Price** 1,600 credits

This deep-blue prism with cloudy inclusions is light as a feather. Its resonant power gives you a +1 item bonus to Acrobatics checks.

Activate—Fly Free ◆◆ (concentrate) **Frequency** once per day; **Effect** You gain a fly Speed for 1 minute equal to your Speed or 20 feet, whichever is greater.

AKASHIC LENS ITEM 3+

INVESTED | MAGICAL | TECH

Usage worn eyepiece; **Bulk** –

Worn as a contact lens, spectacles, or other eyewear, these magically treated lenses project a special data display that uses virtual intelligence and rapid eye tracking to quickly cycle through information until you find what you seek. It grants you a +1 item bonus to Recall Knowledge checks with the skill chosen when you use Database Scan.

Activate—Database Scan ◆◆ (concentrate) **Frequency** once per 10 minutes; **Effect** The lens casts a 1st-rank *Akashic download* that uses the lens instead of a comm unit.

Type commercial; **Level** 3; **Price** 555 credits

Type tactical; **Level** 9; **Price** 5,555 credits

The *Akashic download* spell is 3rd rank.

Type advanced; **Level** 15; **Price** 55,555 credits

The item bonus is +2, and the *Akashic download* spell is 4th rank.

ANTIGRAV HARNESS ITEM 6+

INVESTED | MAGICAL | TECH

Usage worn garment; **Bulk** 1

This convoluted web of synthweave straps is worn as a fashion statement in some subcultures but has a useful application in extreme environments. You gain a +1 item bonus to Acrobatics checks, and you aren't off-guard or clumsy while untethered in zero-g.

Activate—Gravity Alteration ◆ (manipulate) **Effect** You treat gravity as being one step higher or lower (for example, zero-g becomes low gravity, low gravity becomes standard, standard gravity becomes high gravity, and high gravity becomes extreme gravity, or vice versa). This only affects you, your gear, and your movement and lasts until the end of your next turn.

Type commercial; **Level** 6; **Price** 2,100 credits

Type tactical; **Level** 12; **Price** 16,500 credits

The item bonus is +2, and Gravity Alteration lasts 1 minute.

Type advanced; **Level** 18; **Price** 220,600 credits

The item bonus is +3, and Gravity Alteration lasts 1 minute and can lower or raise the gravity level by up to two steps.

DIVA'S MICROPHONE ITEM 4+

INVESTED | MAGICAL | TECH

Usage held in 1 hand; **Bulk** L

This ostentatious crystal microphone is embellished with glimmering jewels and delicate lights that pulse in time to music. It functions as both a microphone and speaker, amplifying your voice loud enough for you to be heard clearly by all listeners up to 500 feet away, even if other ambient noise would otherwise block the sound. This doesn't increase the range or area of other auditory or linguistic effects, and physical barriers such as walls still block or muffle your voice as normal. The *diva's microphone*

ITEM TRAITS

The following traits apply to items.

Consumable: Items with the consumable trait can be used only once. Most manufacturers design these items so the container, syringe, or other remaining materials can't be easily reused to protect their proprietary crafts.

Invested: A PC can wear only 10 magical items that have the invested trait. A character can still gain any normal benefit from using a physical item without investing it, such as using a *programmer's plushie* as a makeshift pillow.

Magical: Items with the magical trait can be crafted only if a player has the Magical Crafting feat (page 224).

Tech: Items with the tech trait can be crafted by anyone, but if they're level 1 or higher, they require the Tech Crafting feat (page 229) to craft. If a tech item also has the magical trait, they are hybrid items and require the Magical Crafting feat (page 224) to craft. A level 1 or higher hybrid item requires both the Magical Crafting and Tech Crafting feats to craft.

grants a +1 item bonus to Performance checks attempted with it.

Activate—Grand Finale ◆◆ (auditory) **Frequency** once per 10 minutes; **Effect** Your song reaches an eardrum-bursting climax as you cast a 1st-rank *sonic scream* originating from your space (DC 18).

Type commercial; **Level** 4; **Price** 750 credits

Type tactical; **Level** 10; **Price** 9,500 credits

The item bonus is +2, and the *sonic scream* spell is 4th rank (DC 27).

Type advanced; **Level** 18; **Price** 190,400 credits

The item bonus is +3, and the *sonic scream* spell is 8th rank (DC 38).

DUO-ENHANCERS ITEM 3

INVESTED | MAGICAL | TECH

Price 500 credits

Usage worn armbands or gloves; **Bulk** L

This magitech interface is a sophisticated pair of linked bracers, wristbands, gloves, or other garments suitable to the part of a creature's anatomy it uses to wield weapons. One of the paired enhancers includes a screen that displays data about the weapons the wearer is wielding, and the other enhancer contains magical crystals. When you wield a weapon in the hand wearing the display, the weapon's grade (such as tactical) is replicated onto the weapon you're wielding in the hand with the crystal enhancer, but only for purposes of determining the weapon's extra damage dice and tracking trait (which adds an item bonus to attack rolls). Any other properties of the weapon, such as its damage type, ammo, or upgrades, aren't replicated.

The replication functions only if you wear both enhancers, and it ends as soon as you cease wielding a weapon in one of your hands. Consequently, the benefit doesn't apply to thrown attacks or if you're holding a weapon but not wielding it (such as holding in one hand a weapon that requires two hands to wield, or holding a weapon in non-active hands).

HARDLIGHT HANDWRAPS ITEM 2+

INVESTED | MAGICAL | TECH

Usage worn gloves; **Bulk** –

These handwraps can be customized to shine in any color in the visible spectrum when used, and some manufacturers offer custom firmware that modifies their appearance to manifest as a claw, oversized fist, or hammerhead. They can even be worn in alternate ways on other parts of the body. These handwraps enhance your unarmed attacks as if they were manufactured weapons, allowing you to add an upgrade to your unarmed attacks. Treat the handwraps as melee weapons in the brawling group with light Bulk for these purposes.

Higher-level *hardlight handwraps* also apply the tracking trait and increase the damage dice of your unarmed attacks. For example, *advanced hardlight handwraps* increase your unarmed attacks to two damage dice (normally 2d4 instead of 1d4, but if your fists have a different weapon damage die or you have other unarmed attacks, use two of that die size instead).

Type commercial; **Level** 0; **Price** 5 credits; **Upgrades** 1

Type tactical; **Level** 2; **Price** 355 credits; **Upgrades** 1

Your unarmed attacks gain the tracking +1 trait.

Type advanced; **Level** 4; **Price** 1,005 credits; **Upgrades** 2

Your unarmed attacks gain the tracking +1 trait and increase the damage to two dice.

Type superior; **Level** 10; **Price** 10,005 credits; **Upgrades** 2

Your unarmed attacks gain the tracking +2 trait and increase the damage to two dice.

Type elite; **Level** 12; **Price** 20,005 credits; **Upgrades** 3

Your unarmed attacks gain the tracking +2 trait and increase the damage to three dice.

Type ultimate; **Level** 16; **Price** 100,005 credits; **Upgrades** 3

Your unarmed attacks gain the tracking +3 trait and increase the damage to three dice.

Type paragon; **Level** 19; **Price** 400,005 credits; **Upgrades** 4

Your unarmed attacks gain the tracking +3 trait and increase the damage to four dice.

NULL SPACE CHAMBER ITEM 4+

EXTRADIMENSIONAL | MAGICAL | TECH

Usage worn; **Bulk** –

This sleek black device attaches to a backpack, purse, or key ring. When you press a button on the side of the device, it creates a circular portal to an extradimensional pocket space. The space's capacity depends on the device's type.

You can Interact with the *null space chamber* to stow items in it or remove them. The *null space chamber* can be opened and closed only from the outside. When a *null space chamber* is opened in an atmosphere with air, it fills with

10 minutes' worth of air for every Bulk left in its capacity. An item inside the *null space chamber* provides no benefits unless it's retrieved first. Connecting the *null space chamber* to a computer causes it to display a readout of all items stored within it.

Type commercial; **Level** 4; **Price** 750 credits; **Capacity** 25 Bulk

Type tactical; **Level** 7; **Price** 3,000 credits; **Capacity** 50 Bulk

Type advanced; **Level** 11; **Price** 12,000 credits; **Capacity** 100 Bulk

Type superior; **Level** 13; **Price** 24,000 credits; **Capacity** 150 Bulk

PAIN JOURNAL ITEM 7+

INVESTED **MAGICAL** **TECH**

Usage held in 2 hands; **Bulk** L

Your raw emotions empower the poems and phrases penned in this synthetic leather journal. After spending 1 day writing in your *pain journal*, select Diplomacy, Intimidation, or Performance. Once a skill is selected for a *pain journal*, it can't be changed. Reading directly from the journal harnesses your painful memories, projects your emotions, and gives you a +1 item bonus to checks using the selected skill.

Activate—Painful Memory ◆◆ (manipulate) **Frequency** once per day; **Effect** You recite a poem of utter anguish to spread your misery to another creature, casting a 3rd-rank *share pain* (DC 23).

Type commercial; **Level** 7; **Price** 3,333 credits

Type tactical; **Level** 15; **Price** 66,666 credits

The item bonus is +2, and the *share pain* spell is 7th rank (DC 34).

PROGRAMMER'S PLUSHIE ITEM 3+

INVESTED **MAGICAL** **TECH**

Usage held, stowed, or within arm's reach; **Bulk** L

These miniatures come in many shapes, often resembling a programmer's personal avatar or popular media character, such as Captain Concierge or Zo!. The plush helps organize your thoughts; you gain a +1 item bonus to Computers checks.

Activate—Secret Password ◆◆ (auditory) **Effect** You whisper a secret passcode known only to yourself and your *programmer's plushie*, securing a computer, container, door, or lock from intrusion as a 1st-rank *lock* with a DC of 18. Any creature can bypass this *lock* using the passcode while touching the target with the *programmer's plushie*.

Type commercial; **Level** 3; **Price** 550 credits

Type tactical; **Level** 8; **Price** 4,550 credits

The item bonus is +2, and the *lock* spell is 3rd rank (DC 25).

Type advanced; **Level** 14; **Price** 38,550 credits

The item bonus is +3, and the *lock* spell is 7th rank (DC 35).

REUSABLE GRENADE SHELL ITEM 1

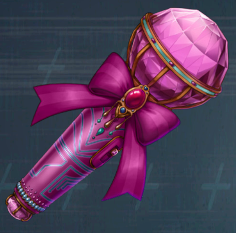
GRENADE **MAGICAL** **TECH**

Price 80 credits

Usage held in 1 hand; **Bulk** 1

This ordinance was originally shaped like a brutaris ball and intended to add both visual effects and additional risk to the already dangerous game. You can throw the shell to explode the installed grenade, using the grenade's range, damage, and other effects. The shell remains and repairs the grenade over the course of 24 hours, during which time you can't install another grenade. The shell is too large for a grenade launcher.

Activate—Install Grenade ◆ (manipulate) You install a commercial, tactical, or advanced grenade in the shell. You can store one grenade in the shell at a time, and you can Interact to retrieve the grenade normally.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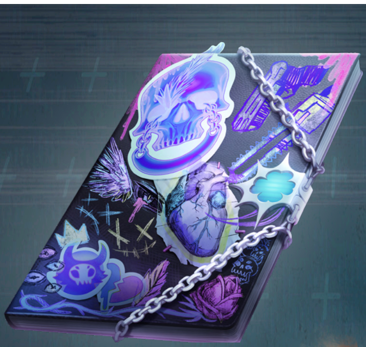
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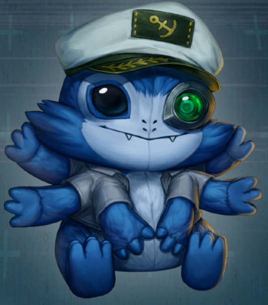
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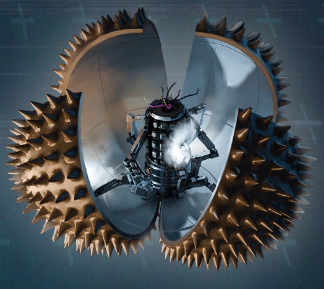
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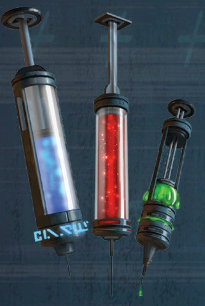
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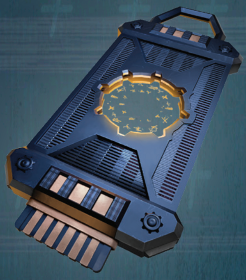
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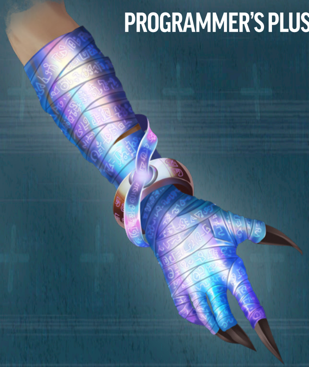
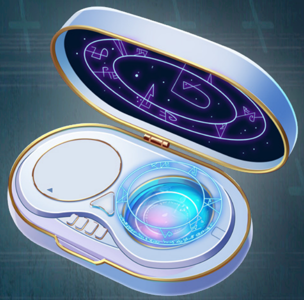

HARDLIGHT HANDWRAPS


AKASHIC LENS

SPELL AMPOULE ITEM 1+

CONSUMABLE | MAGICAL

Usage held in 1 hand; **Bulk** L

Known on most worlds as "spell amps," *spell ampoules* are ready-to-use magic injections that confer the benefits of a spell of the specified rank.

Activate—Inject ❖ (manipulate) **Effect** You Cast the Spell at the indicated rank.

Type *cellular stimulant spell amp*; **Level** 1; **Price** 30 credits; **Effect** 1st-rank *cellular stimulant* spell (DC 15)

Type *commercial glow up spell amp*; **Level** 1; **Price** 50 credits; **Effect** 1st-rank *glow up* spell

Type *jump spell amp*; **Level** 2; **Price** 60 credits; **Effect** 1st-rank *jump* spell

Type *shrink spell amp*; **Level** 3; **Price** 120 credits; **Effect** 2nd-rank *shrink* spell

Type *invisibility spell amp*; **Level** 4; **Price** 200 credits; **Effect** 2nd-rank *invisibility* spell

Type *tactical glow up spell amp*; **Level** 5; **Price** 210 credits; **Effect** 3rd-rank *glow up* spell

Type *fly spell amp*; **Level** 5; **Price** 250 credits; **Effect** 4th-rank *fly* spell

Type *commercial resist energy spell amp*; **Level** 6; **Price** 450 credits; **Effect** 2nd-rank *resist energy* spell

Type *feline senses spell amp*; **Level** 7; **Price** 530 credits; **Effect** 3rd-rank *feline senses* spell

Type *commercial cairn form spell amp*; **Level** 7; **Price** 720 credits; **Effect** 4th-rank *cairn form* spell

Type *haste spell amp*; **Level** 8; **Price** 900 credits; **Effect** 3rd-rank *haste* spell

Type *advanced glow up spell amp*; **Level** 9; **Price** 1,100 credits; **Effect** 5th-rank *glow up* spell

Type *tactical resist energy spell amp*; **Level** 10; **Price** 1,800 credits; **Effect** 4th-rank *resist energy* spell

Type *tactical cairn form spell amp*; **Level** 11; **Price** 3,200 credits; **Effect** 6th-rank *cairn form* spell

Type *advanced resist energy spell amp*; **Level** 14; **Price** 5,850 credits; **Effect** 7th-rank *resist energy* spell

SPELL CHIP ITEM 1+

MAGICAL | TECH

Usage installed in computer or comm unit; **Bulk** –

These chips can be installed in comm units and other computers to allow the device to cast spells. Each device can have only one *spell chip*. Casting a spell from a *spell chip* requires holding the computer or comm unit in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell must be of your spellcasting tradition. If the spell has a locus, you must still have that locus to cast the spell from a *spell chip*. *Spell chips* can't contain cantrips or rituals. The traits for this item vary based on the spell it contains.

In addition to the charge expended to Cast the Spell, the delicate components that make up the core lattice of a *spell chip* can be destroyed if used in quick succession. Attempting to use a *spell chip* more than once per day requires overclocking it. Cast the Spell again, then roll a DC 10 flat check. On a success, the *spell chip* is broken. On a failure, the *spell chip* is destroyed. If anyone tries to overclock a *spell chip* that's already been overclocked that day, the *spell chip* is automatically destroyed (even if it's been repaired) and no spell is cast.

Activate Cast a Spell; **Frequency** once per day, plus overclock; **Effect** You Cast the Spell at the indicated rank.

Type *1st-rank spell chip*; **Level** 3; **Price** 600 credits

Type *2nd-rank spell chip*; **Level** 5; **Price** 1,600 credits

Type *3rd-rank spell chip*; **Level** 7; **Price** 3,600 credits

Type *4th-rank spell chip*; **Level** 9; **Price** 7,000 credits

Type *5th-rank spell chip*; **Level** 11; **Price** 15,000 credits

Type *6th-rank spell chip*; **Level** 13; **Price** 30,000 credits

Type *7th-rank spell chip*; **Level** 15; **Price** 65,000 credits

Type *8th-rank spell chip*; **Level** 17; **Price** 150,000 credits

Type *9th-rank spell chip*; **Level** 19; **Price** 400,000 credits

SPELL GEM ITEM 1+

CONSUMABLE | MAGICAL

Usage held in 1 hand; **Bulk** L

These latticed gemstones are suspended in a silicon casing and encoded with the magical script necessary to cast a single, specific spell. Casting a spell from a *spell gem* requires holding the gem in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell must be of your spellcasting tradition. The spell in a *spell gem* can be cast only once, and the *spell gem* is destroyed as part of the casting. *Spell gems* can't contain cantrips or rituals. The traits for this item vary based on the spell it contains.

Activate Cast a Spell; **Effect** You Cast the Spell at the indicated rank.

Type *1st-rank spell gem*; **Level** 1; **Price** 40 credits

Type *2nd-rank spell gem*; **Level** 3; **Price** 120 credits

Type *3rd-rank spell gem*; **Level** 5; **Price** 300 credits

Type *4th-rank spell gem*; **Level** 7; **Price** 700 credits

Type *5th-rank spell gem*; **Level** 9; **Price** 1,500 credits

Type *6th-rank spell gem*; **Level** 11; **Price** 3,000 credits

Type *7th-rank spell gem*; **Level** 13; **Price** 6,000 credits

Type *8th-rank spell gem*; **Level** 15; **Price** 13,000 credits

Type *9th-rank spell gem*; **Level** 17; **Price** 30,000 credits

Type *10th-rank spell gem*; **Level** 19; **Price** 80,000 credits

MAGIC ITEMS

Item	Level	Price	Bulk	Hands
Hardlight handwraps, commercial	0	5	–	–
1st-rank spell gem	1	40	–	–
Cellular stimulant spell amp	1	30	L	1

Item	Level	Price	Bulk	Hands
Glow up spell amp, commercial	1	50	L	1
Reusable grenade shell	1	80	1	1
Hardlight handwraps, tactical	2	355	–	–
Jump spell amp	2	60	L	1
1st-rank spell chip	3	600	–	–
2nd-rank spell gem	3	120	–	–
Akashic lens, commercial	3	555	–	–
Duo-enhancers	3	500	L	–
Programmer's plushie, commercial	3	550	L	–
Shrink spell amp	3	120	L	1
Diva's microphone, commercial	4	750	L	1
Hardlight handwraps, advanced	4	1,005	–	–
Invisibility spell amp	4	200	L	1
Null space chamber, commercial	4	750	–	–
2nd-rank spell chip	5	1,600	–	–
3rd-rank spell gem	5	300	–	–
Aeon stone, uplifting^{U}	5	1,600	–	–
Glow up spell amp, tactical	5	210	L	1
Fly spell amp	5	250	L	1
Antigrav harness, commercial	6	2,100	1	–
Resist energy spell amp, commercial	6	450	L	1
3rd-rank spell chip	7	3,600	–	–
4th-rank spell gem	7	700	–	–
Cairn form spell amp, commercial	7	720	L	1
Feline senses spell amp	7	530	L	1
Aeon stone, life-giving^{U}	7	3,500	–	–
Null space chamber, tactical	7	3,000	–	–
Pain journal, commercial	7	3,333	L	–
Haste spell amp	8	900	L	1
Programmer's plushie, tactical	8	4,550	L	–
4th-rank spell chip	9	7,000	–	–
5th-rank spell gem	9	1,500	–	–
Akashic lens, tactical	9	5,555	–	–
Glow up spell amp, advanced	9	1,100	L	1
Diva's microphone, tactical	10	9,500	L	1
Hardlight handwraps, superior	10	10,005	–	–
Resist energy spell amp, tactical	10	1,800	L	1
5th-rank spell chip	11	15,000	–	–
6th-rank spell gem	11	3,000	–	–
Cairn form spell amp, tactical	11	3,200	L	1
Null space chamber, advanced	11	12,000	–	–
Antigrav harness, tactical	12	16,500	1	–
Hardlight handwraps, elite	12	20,005	–	–
Aeon stone, projecting^{U}	13	22,000	–	–
6th-rank spell chip	13	30,000	–	–
7th-rank spell gem	13	6,000	–	–
Null space chamber, superior	13	24,000	–	–
Programmer's plushie, advanced	14	38,550	L	–
Resist energy spell amp, advanced	14	5,850	L	1
7th-rank spell chip	15	65,000	–	–
8th-rank spell gem	15	13,000	–	–
Aeon stone, guiding^{U}	15	61,000	–	–
Akashic lens, advanced	15	55,555	–	–
Pain journal, tactical	15	66,666	L	–
Aeon stone, navigating^{U}	16	95,000	–	–
Hardlight handwraps, ultimate	16	100,005	–	–
8th-rank spell chip	17	150,000	–	–
9th-rank spell gem	17	30,000	–	–
Antigrav harness, advanced	18	220,600	1	–
Diva's microphone, advanced	18	190,400	L	1
9th-rank spell chip	19	400,000	–	–
10th-rank spell gem	19	80,000	–	–
Hardlight handwraps, paragon	19	400,005	–	–

AUGMENTATIONS

Many explorers and mercenaries modify their bodies with technological or biological gear called augmentations. These modifications to your body give you special abilities and bonuses. Once installed, they become part of your body and generally can't be affected by abilities that destroy or disable objects or target technological items or creatures. As far as attacks and abilities are concerned, a cybernetic or vat-grown arm is no more (or less) vulnerable than your original biological limb.

IMPLANTATION

Getting an augmentation implanted requires the services of a professional augmentation surgeon or someone with master proficiency in Medicine. A session with a surgeon usually takes 1 hour per 2 item levels of the augmentation (minimum 1 hour). The price of such implantations typically includes the procedure. Most major settlements are home to reputable augmentation clinics. Verces is an especially popular destination for cybernetics, while Bretheda is a beacon for biotech advancements.

As augmentations can apply to any of the numerous ancestries across the universe, there's no set usage for them. While an augmentation's entry suggests body parts, the GM can allow other applications.

Implant Limit

You're limited to four implanted augmentations. A surgeon implanting an augmentation in your body must remove one of your existing augmentations (see below) if you're already at the limit. You can have multiple augmentations to the same part of your body, such as your skin, brain, or feet, as long as you're within the overall implant limit. Some augmentations don't count against your implant limit, as indicated in the item's description. Apex augmentations (page 292) never count toward your implant limit.

REMOVING AUGMENTATIONS

Removing an augmentation usually occurs during surgery. Because augmentations are coded to your body, it's not possible to resell an old augmentation, nor can you re-implant one into a different person. Most reputable service providers offer to uninstall any unwanted existing augmentations as part of installing a new one.

ACTIVATING AUGMENTATIONS

Many augmentations work continuously. Augmentations with an Activate entry usually require you to concentrate or Interact to gain an additional boost or ability. Once activated, an augmentation often can't be used again for a set amount of time as it recharges from its use. Each augmentation indicates how it can be activated and how frequently it can be used.

BIOTECH

Biotech augmentations include modifications to your DNA combined with implants of biological origin that integrate into your physiology. Biotech augmentations aren't magical, though many originate from (or imitate) creatures that are magical in nature.

DRAGON GLAND — AUGMENTATION 1+

BIOTECH

With cutting edge surgery, you're implanted with an magical gland modified to function for a creature of your ancestry at the back of your throat. Choose your breath weapon's damage type when the organ is biocrafted from the following list: acid, cold, electricity, fire, or sonic. You gain the following activation.

Activate—Exhale ◆◆ (manipulate) **Frequency** once per 10 minutes; **Effect** Each creature in a 15-foot cone takes damage with a basic Reflex save. The damage depends on the augmentation's version.

Type commercial; **Level** 1; **Price** 150 credits
The damage is 1d6 and the DC is 15.

Type tactical; **Level** 2; **Price** 300 credits
The damage is 2d6 and the DC is 16.

Type advanced; **Level** 7; **Price** 3,300 credits
The damage is 4d6 and the DC is 23.

Type superior; **Level** 12; **Price** 18,200 credits
The damage is 6d6 and the DC is 29.

Type elite; **Level** 17; **Price** 135,000 credits
The damage is 10d6 and the DC is 37.

Type ultimate; **Level** 20; **Price** 610,000 credits
The damage is 14d6 and the DC is 43.

GILL SHEATH — AUGMENTATION 1

BIOTECH

Price 200 credits

Oxygen-filtering nodules line the outside of your lungs. If you breathe in water, the gill sheath filters the oxygen into your lungs. This allows you to breathe underwater or in the air. You exhale normally.

LASER EYE — AUGMENTATION 4

BIOTECH

Price 770 credits

A laser eye from an Akashic dragon (or other creature) has been implanted into your body. Whether the eye was vat grown or carved from a kill is your secret. You gain a laser eye unarmed attack that deals 1d4 fire damage with a range increment of 60 feet. Your laser eye is in the laser group and has the agile, concealable, fire, tech, and unarmed traits.

PHOTOSYNTHETIC SKIN — AUGMENTATION 2

BIOTECH

Price 300 credits

Specialized nanites enhance your natural surface cells, allowing them to convert solar radiation into nourishment for your body. You don't need to eat, and you're never fatigued as a result of hunger or starvation as long as you spend at least 1 hour per day basking in direct sunlight. You can bask as part of a normal 8-hour rest period.

SHIELDING SKIN — AUGMENTATION 8+

BIOTECH

Your skin is biologically engineered to protect your entire body, including your brain, from harmful effects. You gain a +1 item bonus to saving throws.

Type commercial; **Level** 8; **Price** 3,450 credits

Type tactical; **Level** 14; **Price** 35,000 credits
The item bonus to saving throws is +2.

Type advanced; **Level** 20; **Price** 495,000 credits
The item bonus to saving throws is +3.

ULTRALIGHT WINGS — AUGMENTATION 3+

BIOTECH

Foldable wings are attached to your shoulder blades or a similar location on your body that allows them to lift your weight and assist your flying movements. You can deploy the wings with an Interact action, but you can't deploy or use them while you're wearing more than light armor. While the wings are deployed and you're not encumbered, you gain a fly Speed of 20 feet and a +1 item bonus to Acrobatics checks to Maneuver in Flight.

Type commercial; **Level** 3; **Price** 600 credits

Type tactical; **Level** 6; **Price** 2,500 credits
The fly Speed is 30 feet.

Type advanced; **Level** 9; **Price** 7,000 credits
The fly Speed is 40 feet, and the item bonus is +2.

Type superior; **Level** 12; **Price** 20,000 credits
The fly Speed is 60 feet, and the item bonus is +2.

VENOM SPUR — AUGMENTATION 2

BIOTECH

Price 320 credits

A retractable spur attached to one of your appendages delivers a poisonous sting. You gain a venom spur unarmed attack that deals 1d6 piercing plus 1d4 persistent poison damage. Your venom spur is in the brawling group and has the finesse, poison, and unarmed traits.

WILDWISE GRAFT — AUGMENTATION 2

BIOTECH

Price 250 credits

This soft purple fungus attaches to your vocal cords and extends fine filaments into portions of your brain. You can ask questions of, receive answers from, and use the Diplomacy skill with animals, plants, and fungi. This communication is rudimentary and elicits basic responses, such as "hungry," "over there," or "frightened."

CYBERNETICS

Cybernetic augmentations are machines and circuitry integrated into your flesh and bone. Cybernetics are more than just machine implants; they're a complex melding of technology and the living host's own organs. Cybernetic augmentations are technological, not magical, though they aren't subject to any effect or attack that targets technology unless it specifies that it affects cybernetics.

AUTODREAMER — AUGMENTATION 11

TECH

Price 13,000 credits

A microchip embedded into your nervous system activates whenever you sleep, immersing you in constant lucid dreams unless you choose to sleep normally. Once per day when you awaken after getting a full 8 hours of sleep, you count as having spent a day of downtime retraining. Your dreams draw from your own experiences, so you can't use them for retraining that requires an instructor or specialized knowledge.

AUTORECOGNITION LENS — AUGMENTATION 0

TECH

Price 5 credits

An artificial eye lens microscopically wired into your brain automatically tracks a database of associated names and faces as you meet or interact with individuals. After you've learned someone's name and appearance, a tiny HUD displays their name to you whenever you're looking at them as long as you're aware of their presence and their appearance hasn't dramatically changed (at the GM's discretion). This doesn't help you see or identify people who are trying to hide or disguise their appearance. This augmentation doesn't count toward your implant limit.

CARDIAC ACCELERATOR — AUGMENTATION 5

TECH

Price 1,300 credits

This implant integrates directly into your heart. You can trigger the accelerator to briefly overclock your body's cardiovascular system.

Activate—Accelerate ◆ **Frequency** once per 10 minutes; **Trigger** You Climb, Stride, or Swim; **Effect** You increase your Speed by 20 feet for the triggering action.

DARKVISION CAPACITORS AUGMENTATION 3+

TECH

These replacement cybernetic eyes grant you darkvision. Darkvision capacitors operate by emitting low-powered ultraviolet lasers that receptors in the capacitors can detect. These lasers are visible to creatures that can see on the ultraviolet light spectrum.

Type commercial; **Level** 3; **Price** 600 credits

Type tactical; **Level** 5; **Price** 1,600 credits

These upgraded capacitors include a wide-spectrum ocular implant that allows you to see infrared and ultraviolet light, including the lasers from other darkvision capacitors. You gain darkvision and a +2 item bonus to Perception checks to Seek if they involve sight.

DATAJACK AUGMENTATION 1+

TECH

This cybernetic is a programmable data port installed into your body, allowing you to access computers and digital storage devices. Any handheld computer can connect to the port, while larger systems typically require an adapter cable. You don't need an interface to access the system, as it connects directly to your nervous system via the datajack. You must still attempt any skill checks associated with operating the device, such as Computers to access a system. Some closed systems don't allow direct data access at all.

Type commercial; **Level** 1; **Price** 100 credits

Type tactical; **Level** 4; **Price** 750 credits

You gain a +1 item bonus to Computers checks when accessing a system with a tactical datajack.

Type advanced; **Level** 8; **Price** 4,200 credits

You gain a +2 item bonus to Computers checks when accessing a system with an advanced datajack.

DERMAL PLATING AUGMENTATION 1+

TECH

Hardened plates protect your skin and help you deflect physical blows. A limb with dermal plating functions as a shield. You can Raise a Shield with your limb, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use. You can use the Shield Block reaction with your limb. Dermal plating has Hardness 5. After you use Shield Block, your dermal plating becomes damaged and can't be used for 24 hours as the nanites repair the durable plates.

Type commercial; **Level** 1; **Price** 180 credits

Type tactical; **Level** 4; **Price** 900 credits

The dermal plating has Hardness 10.

Type advanced; **Level** 7; **Price** 3,240 credits

The dermal plating has Hardness 15.

Type superior; **Level** 10; **Price** 9,000 credits

The dermal plating has Hardness 20.

Type elite; **Level** 13; **Price** 27,000 credits

The dermal plating has Hardness 25.

Type ultimate; **Level** 16; **Price** 90,000 credits

The dermal plating has Hardness 30.

Type paragon; **Level** 19; **Price** 360,000 credits

The dermal plating has Hardness 35.

HEARING AID AUGMENTATION 0

TECH

Price 5 credits

This device fits into your ear canal or other suitable auditory organs. Commonly available at UPB printing kiosks, this augmentation restores or enhances hearing. This augmentation doesn't count toward your implant limit.

HIDEAWAY LIMB AUGMENTATION 1+

TECH

You can conceal items inside a hidden compartment in one of your limbs (such as an arm, leg, or tail) and protect them with a passcode. The compartment holds items of negligible Bulk and items of light Bulk that are small enough to fit in your limb or can otherwise be folded or contracted to fit. A hideaway in a leg (in a human) can typically hold more than one in an arm, and your size also adjusts the capacity at the GM's discretion.

When the compartment is closed, the seam in your limb is difficult to detect. You gain a +1 item bonus to Stealth checks to Conceal an Object in a hideaway limb. Though this compartment can foil a cursory pat down, many security checkpoints include a scan to detect such devices.

Activate—Draw ◆ (manipulate) **Effect** You Interact to draw an item concealed in your hideaway limb.

Type commercial; **Level** 1; **Price** 140 credits

Type tactical; **Level** 5; **Price** 1,400 credits

When you use Draw, if the item can be activated or otherwise used with a single action, you can use the item as part of the same action. For example, you Interact to draw a weapon, then Strike with that weapon.

NANO-OPTICS NODE AUGMENTATION 11

TECH

Price 12,000 credits

A crystalline nanocarbon node implanted in your occipital lobe connects to optic nerves by microscopic fibers. You can activate the node to overlay your normal vision with X-ray data. You can deactivate the overlay as a single action, which has the concentrate trait.

Activate—X-Ray Overlay ◆ (concentrate) **Effect** Your nano-optics node relays collected X-ray data directly to your eyes, overlaying your normal vision. You can see through most materials and walls within 60 feet. Your sight is blocked by 2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or any amount of lead or any starmetal, and you can only see in black and white. Due to the distracting amount of visual information, you take a –2 circumstance penalty to Perception checks while the overlay is active.

PROSTHETIC LIMB AUGMENTATION 0

TECH

Price 5 credits

This prosthesis replaces a missing or damaged limb. Prosthetic limbs are common augmentations available at UPB printing kiosks on many worlds and come in many different materials and sizes. The augmentation restores functionality, including the ability to install other augmentations in the limb, but it's no more durable than and doesn't otherwise function differently from the replaced limb. A prosthetic limb can replace one you've lost, or you can have a limb removed to replace it with a prosthetic. This augmentation doesn't count toward your implant limit.

RETINAL REFLECTORS AUGMENTATION 1

TECH

Price 200 credits

These sheets of reflective material, implanted in your visual organs, enhance your vision without changing your appearance. You gain low-light vision and a +1 item bonus to Perception checks to Seek if they involve sight.

SPEED SUSPENSION AUGMENTATION 4+

TECH

High-performance cybernetics replace the joints and tendons in your legs. You gain a +5-foot item bonus to your land Speed.

Type commercial; **Level** 4; **Price** 800 credits

Type tactical; **Level** 8; **Price** 4,000 credits
Increase the item bonus to 10-feet.

Type advanced; **Level** 12; **Price** 16,000 credits
Increase the item bonus to 15-feet.

VOCAL MODULATOR AUGMENTATION 1

TECH

Price 90 credits

A series of miniature actuators and dynamic hyper-resonant chambers reshape your voice box. A vocal modulator allows you to change the pitch, timbre, and tone of your voice so you can imitate accents or pronounce alien languages. When using Deception to Impersonate, you gain a +1 item bonus if the change in your voice also helps your disguise (at the GM's discretion).

VOICE AMPLIFIER AUGMENTATION 3

TECH

Price 500 credits

A voice amplifier greatly increases the volume of your voice. You can switch a voice amplifier on or off by spending an action, which has the concentrate trait. While active, a voice amplifier grants you a +1 item bonus to Intimidation checks and lowers the DCs of Perception checks to hear you speaking by 5.

MAGITECH

Magitech augmentations are a combination of cybernetic and magical components, created with special-made elements like mystically charged crystals, starmetal alloys, and rune-engraved microchips. Magitech augmentations are magical, but they can't be dispelled unless the effect or attack specifies that it affects augmentations.

CLOAKING SKIN AUGMENTATION 8+

MAGICAL MAGITECH

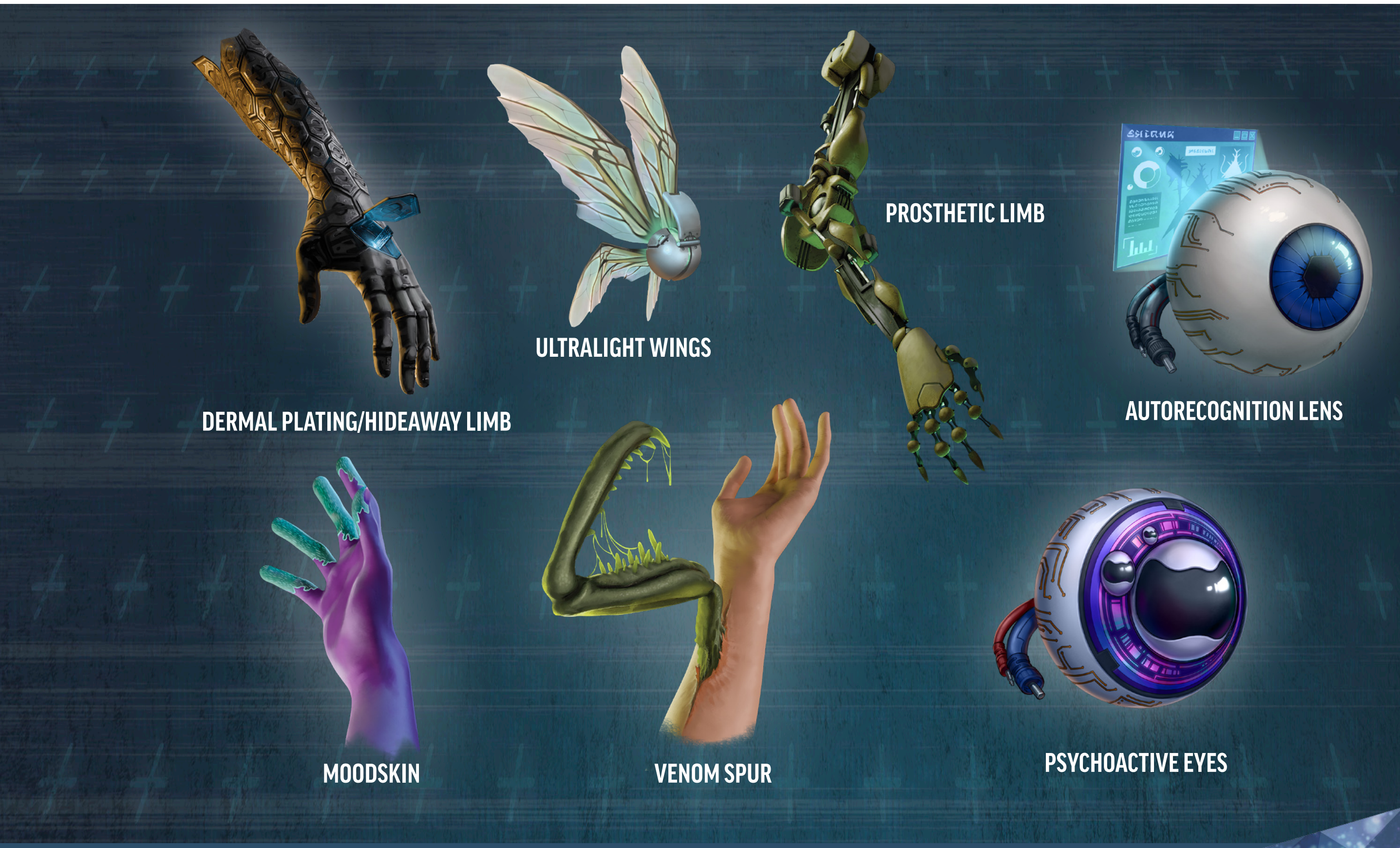
Many of your pores are replaced with magically regulated and directed holographic projectors that synchronize when activated to automatically match your surroundings, rendering you invisible.

Activate—Cloak ◆◆ (concentrate) **Frequency** once per day; **Effect** You gain the effects of 2nd-rank *invisibility* for 1 minute or until you spend an action, which has the concentrate trait, to deactivate it.

Type commercial; **Level** 8; **Price** 5,000 credits

Type tactical; **Level** 10; **Price** 10,000 credits
You can activate the *cloaking skin* up to three times per day.

Type advanced; **Level** 12; **Price** 20,000 credits



As a *tactical cloaking skin*, but you gain the effects of 4th-rank *invisibility*.

MOODSKIN AUGMENTATION 0

MAGICAL MAGITECH

Price 35 credits

Magically infused nanites injected into your skin automatically react to your mood by changing the pigmentation of your skin. The color change is gradual, typically taking at least 30 seconds to fully transition from one color to another. *Moodskin* can be customized to adjust which colors correspond to each mood during installation. This augmentation doesn't count toward your implant limit.

PSYCHOACTIVE EYES AUGMENTATION 3+

MAGICAL MAGITECH

Your irises are injected with psychoactive dyes that cause a signature kaleidoscopic effect, or your eyes have been completely replaced with delicate magitech devices. You can activate these dyes to enthrall those you look upon with varying effects depending on the item's type.

Type commercial; **Level** 3; **Price** 500 credits

Activate—Gaze ◆◆ (concentrate, mental, visual) **Frequency** once per day; **Effect** You focus your eyes on a creature that can see you within 30 feet. The creature attempts a DC 17 Will saving throw with the following results.

Success The creature is unaffected.

Failure The creature is fascinated for 1 round.

Critical Failure The creature is fascinated for as long as it can see you. Taking a hostile action against the creature ends the effect.

Type tactical; **Level** 6; **Price** 2,250 credits

Activate—Gaze ◆◆ (concentrate, incapacitation, mental, visual) As commercial, but increase the DC to 20 and the creature becomes helpful on a critical failure.

REGENERATIVE RUNE SPLICE AUGMENTATION 9

MAGICAL MAGITECH

Price 6,500 credits

Your genes are enchanted with microscopic runes that you can activate to recover from traumatic injury.

Activate—Regenerate ◆◆ (concentrate) **Frequency** once per day; **Effect** You gain the effects of a 4th-rank *genetic regeneration* spell.

TELEPATHY NODE AUGMENTATION 1

MAGICAL MAGITECH

Price 200 credits

A rune-carved device of treated alloys and crystal the size of a pebble is implanted into your brain's communication center. You gain limited telepathy (page 58) to a range of 30 feet.

APEX AUGMENTATIONS

When you get an augmentation with the apex trait, it improves one of your attributes, either increasing the attribute's modifier by 1 or to a total of +4, whichever would give you a higher score. This gives you all the benefits of the new attribute modifier: increasing Intelligence lets you become trained in an additional skill and learn a new language, increasing Constitution gives you more Hit Points, and so on.

You can only gain an attribute increase from one apex augmentation, though you do gain any other effects or abilities of other installed apex augmentations If you have multiple apex augmentations, decide during your daily preparations which one provides an attribute increase that day, if any.

Apex augmentations can be biotech, cybernetics, or magitech. Add the appropriate trait to the item upon crafting or purchasing.

ARTIFICIAL IMMORTALIZER AUGMENTATION 17

APEX

Price 150,000 credits

This extra organ assimilates with and enhances your circulatory and immune systems. When you succeed at a Fortitude save against an ongoing disease or poison, you recover completely, regardless of its current stage. When you get this augmentation, you either increase your Constitution modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Life Buffer ◆ (manipulate) **Frequency** once per day; **Effect** You gain 50 temporary Hit Points, which last for 1 hour.

COGNITION ACCELERATOR AUGMENTATION 17

APEX

Price 150,000 credits

A miniature supercomputer augments your brain's ability to process information. You gain a +3 item bonus to checks to Recall Knowledge with any skill. When you get this augmentation, you either increase your Intelligence modifier by 1 or increase it to +4, whichever would give you a higher value. This gives you additional trained skills and languages, as normal for increasing your Intelligence modifier. You must select skills and languages when the augmentation is first installed, and they can't be changed.

Activate—Access Database ◆ (concentrate) **Frequency** once per hour; **Effect** Immediately attempt three checks to Recall Knowledge about related topics, selecting each topic after learning the results of the prior checks. If you would fail one of these checks, you succeed instead.

COSMIC CONNECTOR AUGMENTATION 17

APEX

Price 150,000 credits

This augmentation opens your mind to the underlying cosmic truths of the universe. When you get this augmentation, you either increase your Wisdom modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Reground in Reality ⤾ (concentrate, fortune) **Frequency** once per hour; **Trigger** You fail a saving throw against a magical effect; **Effect** You can reroll the save and use the better result.

HYPERNERVES AUGMENTATION 17

APEX

Price 150,000 credits

This augmentation enhances your muscles and nervous system to dramatically improve your flexibility and reaction time. You gain a +3 item bonus to Acrobatics checks. When you get this augmentation, you either increase your Dexterity modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Engage Hypernerves ◈ (concentrate) **Frequency** once per day; **Trigger** One of your reactions triggers, but you have no remaining reactions to spend; **Effect** You gain a reaction and immediately use the triggering reaction. You're slowed 1 on your following turn.

MUSCLE INVIGORATOR AUGMENTATION 17

APEX

Price 150,000 credits

This augmentation keeps your muscles in peak condition. You gain a +3 item bonus to Athletics checks. When you get this augmentation, you either increase your Strength modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Strength of the Colossi ◆ (manipulate) **Frequency** once per day; **Effect** You temporarily become as destructive and powerful as a colossus. For 1 hour, your melee Strikes ignore the hardness of all objects and structures not made of adamantine or a harder material.

PRESENCE INTENSIFIER AUGMENTATION 17

APEX

Price 150,000 credits

This augmentation strengthens your personality, intensifying the parts of you that form the core of your identity. You gain a +2 item bonus to Diplomacy and Intimidation checks. When you get this augmentation, you either increase your Charisma modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate—Irresistible Idea ◆◆ (concentrate) **Frequency** once per hour; **Effect** You manipulate your cosmetics to influence a creature as a 4th-rank *suggestion* (DC 38).

BIOTECH

Item	Level	Price
Dragon gland, commercial	1	150
Gill sheath	1	200
Dragon gland, tactical	2	300
Photosynthetic skin	2	300
Venom spur	2	320
Wildwise graft	2	250
Ultralight wings, commercial	3	600
Laser eye	4	770
Ultralight wings, tactical	6	2,500
Dragon gland, advanced	7	3,300
Shielding skin, commercial	8	3,450
Ultralight wings, advanced	9	7,000
Dragon gland, superior	12	18,200
Ultralight wings, superior	12	20,000
Shielding skin, tactical	14	35,000
Dragon gland, elite	17	135,000
Dragon gland, ultimate	20	610,000
Shielding skin, advanced	20	495,000

CYBERNETICS

Item	Level	Price
Autorecognition lens	0	5
Hearing aid	0	5
Prosthetic limb	0	5
Datajack, commercial	1	100
Dermal plating, commercial	1	180
Hideaway limb, commercial	1	140
Retinal reflectors	1	200
Vocal modulator	1	90
Darkvision capacitors, commercial	3	600
Voice amplifier	3	500
Datajack, tactical	4	750
Dermal plating, tactical	4	900
Speed suspension, commercial	4	800
Cardiac accelerator	5	1,300
Darkvision capacitors, tactical	5	1,600
Hideaway limb, tactical	5	1,400
Dermal plating, advanced	7	3,240
Datajack, advanced	8	4,200
Speed suspension, tactical	8	4,000
Dermal plating, superior	10	9,000
Autodreamer	11	13,000
Nano-optics node	11	12,000
Speed suspension, advanced	12	16,000
Dermal plating, elite	13	27,000
Dermal plating, ultimate	16	90,000
Dermal plating, paragon	19	360,000

MAGITECH

Item	Level	Price
Moodskin	0	35
Telepathy node	1	200
Psychoactive eyes, commercial	3	500
Psychoactive eyes, tactical	6	2,250
Cloaking skin, commercial	8	5,000
Regenerative rune splice	9	6,500
Cloaking skin, tactical	10	10,000
Cloaking skin, advanced	12	20,000

APEX AUGMENTATIONS

Item	Level	Price
Artificial immortalizer	17	150,000
Cognition accelerator	17	150,000
Cosmic connector	17	150,000
Hypernerves	17	150,000
Muscle invigorator	17	150,000
Presence intensifier	17	150,000

CHAPTER 7:
SPELLS

Whether it comes in the form of eldritch artifacts, otherworldly beings, or witchwarpers altering reality with strange spells, magic brings fantasy and wonder to Starfinder. This chapter explains how spells work and how spellcasters prepare and cast their spells.

Even with the widespread presence of technology, spellcasters can be found in every corner of the galaxy. Some spellcasters draw magic from other realities, some from their mystical connections to cosmic forces, and others rewrite the underlying code of the universe to cast their spells.

With special gestures and utterances, a spellcaster can call forth mystic energies, warp the mind, protect themself against danger, or even create something from nothing. Each class has its own method of learning, preparing, and casting spells, and every individual spell produces a specific effect, so learning new spells gives a spellcaster an increasing array of options to accomplish their goals.

SPELL SLOTS

Characters of spellcasting classes can cast a number of spells each day; the spells you can cast in a day are referred to as spell slots. At 1st level, a character has only a small number of 1st-rank spell slots per day, but as you advance in level, you gain more spell slots of higher rank. A spell's rank indicates its overall power, from 1 to 10.

PREPARED SPELLS

If you're a prepared spellcaster—such as a technomancer (see *Starfinder Tech Core*)—you must spend time each day preparing spells for that day. At the start of your daily preparations, you select a number of spells of different spell ranks, determined by your character level and class. Your spells remain prepared until you cast them or until you prepare spells again.

Each prepared spell is expended after a single casting, so if you want to cast a particular spell more than once in a day, you need to prepare that spell multiple times. The exception to this rule is for spells with the cantrip trait; once you prepare a cantrip, you can cast it as many times as you want until the next time you prepare spells. See page 296 for more information on cantrips.

You might gain an ability that allows you to swap prepared spells or perform other aspects of preparing spells at different times throughout the day, but only your daily preparation counts for the purpose of effects that last until the next time you prepare spells.

SPELLCASTING IN STARFINDER

After Triune's Signal connected cultures across the Universe, the peoples of the galaxy have learned more than ever before about the Universe's composition thanks to science and technology. As technology improves and creates mass-market marvels rivaling what was once only possible for a powerful spellcaster, magic is more static, with arcane universities, occult societies, and religious orders preserving ancient techniques and tomes into the modern era. Many specialty tech items incorporate hybrid magitechnology, and most spellcasters carry a backup gun or other tech gear on them for when they run out of spells. Magic and technology coexist, but most spellcasters use analog spellcasting, and blending the two together to create a hybrid item requires training. Only a few spellcasters mix magic with technology—they're seen as mavericks by most established magical institutions. Technomancers and spellcasters who have learned to command machines or connect with computers using magic blaze a trail few have explored.

SPONTANEOUS SPELLS

If you're a spontaneous spellcaster—such as a mystic—you choose which spell from your spell repertoire that you're using a spell slot for at the moment you decide to cast it. This provides you with more freedom in your spellcasting, but you have fewer spells in your spell repertoire, as determined by your character level and class. When you make your daily preparations, all your spell slots are refreshed, but you don't get to change the spells in your repertoire.

HEIGHTENED SPELLS

Both prepared and spontaneous spellcasters can cast a spell at a higher spell rank than that listed for the spell. This is called heightening the spell. A prepared spellcaster can heighten a spell by preparing it in a higher-rank slot than its normal spell rank, while a spontaneous spellcaster can heighten a spell by casting it using a higher-rank spell slot, so long as they know the spell at that rank (see Heightened Spontaneous Spells below). When you heighten your spell, the spell's rank increases to match the higher rank of the spell slot you've prepared it in or used to cast it. This is useful for any spell, because some effects, such as counteracting, depend on the spell's rank.

In addition, many spells have additional specific benefits when they are heightened, such as increased damage. These extra benefits are described at the end of the spell's stat block. Some heightened entries specify one or more ranks at which the spell must be prepared or cast to gain these extra advantages. Each of these heightened entries states specifically which aspects of the spell change at the given rank. Read the heightened entry only for the spell rank you're using or preparing; if its benefits are meant to include any of the effects of a lower-rank heightened entry, those benefits will be included in the entry.

Other heightened entries give a number after a plus sign, indicating that heightening grants extra advantages over multiple ranks. The listed effect applies for every increment of ranks by which the spell is heightened above its lowest spell rank, and the benefit is cumulative. For example, *slice reality* says "**Heightened (+1)** The damage increases by 1d8." Because *slice reality* deals 7d8 void damage at 6th rank, a 7th-rank *slice reality* would deal 8d8 void damage, an 8th-rank spell would deal 9d8 void damage, and so on.

Heightened Spontaneous Spells

If you're a spontaneous spellcaster, you must know a spell at the specific rank that you want to cast it in order to heighten it. You can add a spell to your spell repertoire at more than a single rank so that you have more options when casting it. For example, if you added *skyfire wings* to your repertoire as a 3rd-rank spell and again as a 7th-rank spell, you could cast it as a 3rd-rank or a 7th-rank spell; however, you couldn't cast it as a 5th-rank spell.

Many spontaneous spellcasting classes provide abilities like the signature spells class feature, which allows you to cast a limited number of spells as heightened versions even if you know the spell at only a single rank.

As a spontaneous caster, you can also choose to cast a lower-rank spell using a higher-rank spell slot without heightening it or knowing it at a higher rank. This casts the spell at the rank you know the spell, not the rank of the higher slot. The spell doesn't have any heightened effects, so it's usually not a very efficient use of your magic outside of highly specific circumstances. For instance, if your party was having trouble with an invisible enemy, and you had *revealing light* in your repertoire but had already spent all of your 2nd-rank spell slots, it might be worth it to use a 3rd-rank spell slot to cast the spell, even though it'd have no heightened benefit.

CANTRIPS

A cantrip is a special type of spell that's weaker than other spells but can be used with greater freedom and flexibility. The title of a cantrip's stat block says "Cantrip" instead of "Spell", and the spell has the cantrip trait. Casting a cantrip doesn't use up your spell slots; you can cast a cantrip at will, any number of times per day. If you're a prepared caster, you can prepare a specific number of cantrips each day. You can't prepare a cantrip in a spell slot.

A cantrip is always automatically heightened to half your level, rounded up. For a typical spellcaster, this means its rank is equal to the highest rank of spell slot you have.

FOCUS SPELLS

Focus spells are a special type of spell attained directly from a specific source, such as a field of study, connection to a mystical force, or exposure to an alternate reality. You can learn focus spells only through special class features or feats, rather than choosing them from a spell list. Furthermore, you cast focus spells using a special pool of Focus Points—you can't prepare a focus spell in a spell slot or use your spell slots to cast focus spells; similarly, you can't spend your Focus Points to cast spells that aren't focus spells. Even some classes that don't normally grant spellcasting can grant focus spells. The title of a focus spell's stat block says "Focus" instead of "Spell", and the spell has the focus trait.

Focus spells are automatically heightened to half your level rounded up, just like cantrips are. You can't cast a focus spell if its minimum rank is greater than half your level rounded up, even if you somehow gain access to it.

Casting any of your focus spells costs you 1 Focus Point. You automatically gain a focus pool the first time you gain an ability that gives you a focus spell. The maximum number of points in your pool is equal to the number of focus spells you know or 3, whichever is lower. This counts only spells that require Focus Points to cast.

You replenish all the Focus Points in your pool during your daily preparations. You can also use the Refocus activity to pray, study, meditate, or otherwise reattune yourself to the source of your focus magic and regain 1 Focus Point. You can Refocus multiple times to regain multiple points, up to your pool's maximum.

REFOCUS

CONCENTRATE | EXPLORATION

Requirements You have a focus pool.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus Point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For instance, a witchwarper with focus points from their paradox can usually Refocus while using their paradox skill.

SPELLCASTERS WITH FOCUS SPELLS

If you are a spellcaster, your focus spells are the same tradition of spell as the class that gave you the focus spell. A mystic's

MAGICAL TRADITIONS

Spellcasters cast spells from one of four different spell lists, each representing a different magical tradition: arcane, divine, occult, and primal.

Your class determines which tradition of magic your spells use. In some cases, such as when a mystic gains spells from their connection or when a witchwarper learns spells from their paradox, you might be able to cast one or more select spells from a different spell list than the list you normally cast from; for instance, mystics with the elemental connection can conjure a *spiritual guardian*, perhaps in the form of a nature deity's attendant or servitor. In these cases, the spell uses your magic tradition, not the list the spell normally comes from. When you cast a spell, add your tradition's trait to the spell.

Some types of magic, such as that of most magic items, don't belong to any single tradition. These have the magical trait instead of a tradition trait.

Arcane

Arcane spellcasters use logic and rationality to categorize the magic inherent in the world around them. Because of its far-reaching approach, the arcane tradition has the broadest spell list, though it's generally poor at affecting the spirit or the soul. Witchwarpers who analyze probability and spellcasters who draw magic from the underlying code of the Universe are practitioners of arcane magic.

Divine

The power of the divine is steeped in faith, the unseen, and belief in a power source from beyond the Universe. Mystics connected with the cosmic forces of healing and shadows are divine spellcasters.

Occult

The practitioners of occult traditions seek to understand the unexplainable, categorize the bizarre, and otherwise access the ephemeral in a systematic way. Witchwarpers touched by the Gap or alternate timelines, as well as mystics who are psychically linked to the Akashic Record, are occult spellcasters.

Primal

An instinctual connection to and faith in the world, the cycle of day and night, the turning of the seasons, and the natural selection of predator and prey drive the primal tradition. Mystics connected to the primordial elements and underlying rhythms of the cosmos are primal spellcasters.

are determined by their connection, and a witchwarper's are determined by their paradox.

NON-SPELLCASTERS WITH FOCUS SPELLS

If you get focus spells from a class or other source that doesn't grant spellcasting ability, the ability that gives you focus spells also provides your proficiency for your spell attack modifier and spell DC, as well as the magical tradition of your focus spells. Though you can cast your focus spells, you don't qualify for feats and other rules that require you to be a spellcaster or have a spellcasting class feature—those require you to have spell slots.

FOCUS POINTS FROM MULTIPLE SOURCES

It's possible, especially through archetypes, to gain focus spells from more than one source. If this happens, you have just one focus pool, counting all your focus spells to determine the points in your pool. You can spend any of your Focus Points on any of your focus spells. Likewise, when you Refocus, you get back a point as long as you follow the guidelines of any abilities that granted you focus spells. Having Focus Points from multiple sources doesn't change the tradition of your spells; if you had both healing epiphany spells and precog warp spells, your mystic spells would remain divine and the witchwarper spells occult. Similarly, you need to use the attribute modifier determined by the source of the focus spell.

INNATE SPELLS

Certain spells are natural to your character, typically coming from your ancestry or a magic item. They're called innate spells. Innate spells don't let you qualify for abilities that require you to be a spellcaster—those require you to have spell slots. The ability that gives you an innate spell tells you how often you can cast it—usually once per day—and its magical tradition. Innate spells are refreshed during your daily preparations. Innate cantrips are cast at will and automatically heightened as normal for cantrips (page 298) unless otherwise specified.

When you gain an innate spell, you become trained in the spell attack modifier and spell DC statistics. At 12th level, these proficiencies increase to expert. Unless noted otherwise, Charisma is your spellcasting attribute modifier for innate spells.

If you have an innate spell, you can cast it even if it's not of a spell rank you can normally cast. This is especially common for monsters.

You can't use your spell slots to cast your innate spells, but you might have an innate spell and also be able to prepare or cast the same spell through your class. You also can't heighten innate spells, but some abilities that grant innate spells might give you the spell at a higher rank than its base rank or change the rank at which you cast the spell.

CASTING SPELLS

The casting of a spell can range from a simple word of magical might that creates a fleeting effect to a complex process taking hours to cast and producing a long-term impact. Casting a spell requires the caster to make gestures and utter incantations, so being unable to speak prevents spellcasting for most casters. If your character has a long-term disability that prevents or complicates them from speaking (as described in *GM Core*), work with the GM to determine an analogous way they cast their spells, such as tapping in code on their comm unit or whistling.

Spellcasting creates obvious sensory manifestations, such as bright lights, crackling sounds, and sharp smells from the gathering magic. Nearly all spells manifest a spell signature—a colorful, glowing ring of magical runes or circuitry that appears in midair, typically around your hands, though what kind of spellcaster you are can affect this—witchwarpers' signatures often look like ripples or winkles in reality, and a mystic's might be inspired by their connection. How spellcasting looks can vary from one spellcasting tradition or class to another, or even from person to person. You have a great deal of freedom in flavoring your character's magic however you wish!

Spells can vary in how many actions they take, as shown in the spell's stat block. You cast cantrips, spells from spell slots, and focus spells using the same process, but must expend the spell when casting a spell from a spell slot and must spend 1 Focus Point to cast a focus spell. Some rules will refer to the Cast a Spell activity, such as "if the next action you use is to Cast a Spell." Any spell qualifies as a Cast a Spell activity, and any characteristics of the spell use those of the specific spell you're casting.

COSTS AND LOCI

Some spells require you to pay a cost or provide a locus. If the spell lists a **cost**, you must have the listed money, valuable materials, or other resources to cast the spell (such as gems or magical reagents), and they're expended during the casting.

A **locus** is an object that funnels or directs the magical energy of the spell but is not consumed in its casting. As part of Casting the Spell, you retrieve the locus (if necessary, and if you have a free hand), and you can put it away again if you so choose. Loci tend to be expensive, and you need to acquire them in advance to cast the spell, but they aren't expended like costs are. Unless noted otherwise, a locus has negligible Bulk.

LONG CASTING TIMES

Some spells take minutes or hours to cast. You can't use other actions or reactions while casting such a spell, though at the GM's discretion, you might be able to speak a few sentences. As with other activities that take a long time, these spells have the exploration trait, and you can't cast them in an encounter. If combat breaks out while you're casting one, your spell is disrupted (see Disrupted and Lost Spells below).

DISRUPTED AND LOST SPELLS

Some abilities and spells can disrupt a spell, causing it to have no effect and be lost. When you lose a spell, you've already expended the spell slot and spent the spell's costs and actions. If a spell is disrupted during a Sustain action, the spell immediately ends. The full rules for disrupting actions appear on page 407.

RANGES, AREAS, AND TARGETS

Spells with a range can affect targets, create areas, or make things appear only within that range. Most spell ranges are measured in feet, though some can stretch over miles, reach anywhere on the planet, or go even farther!

TOUCH RANGE

A spell with a touch range requires you to physically touch the target. You use your unarmed reach to determine whether you can touch the creature. You can usually touch them automatically, though the spell might specify that they can attempt a saving throw or that you must attempt a spell attack roll. If an ability increases the range of a touch spell, start at 0 feet and increase from there.

AREAS

Sometimes a spell has an area, which can be a burst, cone, emanation, or line (pages 420–421). If the spell originates from your position, the spell has only an area; if you can cause the spell's area to appear farther away from you, the spell has both a range and an area.

TARGETS

Some spells allow you to target a creature, an object, or something more specific. The target must be within the spell's range, and you must be able to see it (or otherwise perceive it with a precise sense) to target it. At the GM's discretion, you can attempt to target a creature you can't see, as described in Detecting Creatures on page 425. If you fail to target a particular creature, this doesn't change how the spell affects any other targets the spell has.

If you choose a target that isn't valid, such as if you thought a driftdead was a living creature and targeted it with a spell that can target only living creatures, your spell fails to target that creature. If a creature starts out as a valid target but ceases to be one during a spell's duration, the spell typically ends, but the GM might decide otherwise in certain situations. Some spells restrict you to willing targets. A player can declare their character a willing or unwilling target at any time, regardless of turn order or

OTHER SPELL TRAITS

Below is a glossary of a few traits you might see with important rules.

Darkness and Light

Non-magical light always shines in non-magical darkness and always fails to shine in magical darkness. Magical light always shines in non-magical darkness but shines in magical darkness only if the light spell has a higher rank than that of the darkness effect. Spells with the darkness trait or the light trait can always counteract one another, but bringing light and darkness into contact doesn't automatically do so. You must usually cast a light spell on a darkness effect directly to counteract it (and vice versa), but some spells automatically attempt to counteract opposing effects.

Minion

Minions are creatures that directly serve another creature. Your minion acts on your turn in combat, once per turn, when you spend an action to issue it commands. For a companion, you Command it; for a minion that's a spell or magic item effect, like a summoned minion, you Sustain the effect (page 411); if not otherwise specified, you issue a verbal command as a single action with the auditory and concentrate traits. If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for long enough, typically 1 minute, mindless minions usually don't act, animals follow their instincts, and sapient minions act how they please. You can have a maximum of four minions under your control.

A minion has only 2 actions and 0 reactions per turn, though certain conditions (such as slowed or quickened) or abilities might give them additional actions or a reaction. Alterations to a minion's actions occur when they gain their actions for the round. A minion can't control other creatures.

Summoned

A creature called by a spell or effect gains the summoned trait. A summoned creature can't summon other creatures, create things of value, or cast spells that require a cost. It has the minion trait. If it tries to cast a spell of equal or higher rank than the spell that summoned it, it overpowers the summoning magic, causing its own spell to fail and the summon spell to end. Otherwise, the summoned creature uses the standard abilities for a creature of its kind. It generally attacks your enemies to the best of its ability. If you can communicate with it, you can attempt to command it, but the GM determines the degree to which it follows your commands.

Immediately when you finish casting, the summoned creature uses its 2 actions for that turn. A spawn or other creature generated from a summoned creature returns to its unaltered state once the summoned creature is gone. If it's unclear what this state would be, the GM decides. Summoned creatures can be banished by various spells and effects. They are automatically banished if reduced to 0 Hit Points or if the spell that called them ends.

Morph

Spells that slightly alter a creature's form have the morph trait. Any Strikes specifically granted by a magical morph effect also gain the magical trait. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the second morph effect attempts to counteract the first (in the same manner as two polymorph effects, described below). Your morph effects might also end if you are polymorphed and the polymorph effect invalidates or overrides your morph effect. For instance, a morph that gave you wings would be dismissed if you polymorphed into a form that had wings of its own (though if your new form lacked wings, you'd keep the wings from your morph). The GM determines which morph effects can be used together and which can't.

Polymorph

These effects completely transform the target into a new form. A target can't be under the effect of more than one polymorph at a time. If it comes under the effect of another, the second effect attempts to counteract the first. If it succeeds, it takes effect, and if it fails, the spell has no effect on that target. Any Strikes granted by a polymorph effect are magical. Unless otherwise stated, polymorph spells don't allow the target to take on the appearance of a specific individual creature, but rather just a generic creature of a general type or ancestry.

If you take on a battle form with a polymorph spell, the special statistics can be adjusted only by circumstance bonuses, status bonuses, and penalties. Unless otherwise noted, the battle form prevents you from casting spells, speaking, and using most manipulate actions that require hands. (If there's doubt about whether you can use an action, the GM decides.) Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate any items. If a polymorph effect causes you to increase in size, you must have space to expand into or the effect is disrupted.

Illusions

Magic with the illusion trait creates false sensory stimuli. Sometimes illusions allow creatures a chance to disbelieve the spell, which lets the creature ignore the spell if it succeeds at doing so. This usually happens when a creature Seeks, Interacts, or otherwise spends actions to engage with the illusion, comparing the result of its Perception check (or another check or save the GM chooses) to the caster's spell DC. Mental illusions typically provide rules in the spell's description for disbelieving the effect (usually via a Will save).

If a creature engages with an illusion in a way that would prove it's not what it seems, the creature might know that an illusion is present, but it still can't ignore the illusion without successfully disbelieving it. Disbelieving a visual illusion makes it and those things it blocks seem hazy and indistinct, which might block vision enough to leave the other side concealed.

SUBTLE SPELLS

A spell with the subtle trait can be cast without incantations and doesn't have obvious manifestations. Most of these spells enhance your subterfuge or stealth, such as *invisibility*. Some abilities, like the Conceal Spell feat (page 122), allow you to make spells subtle even if they wouldn't normally be.

SPELLSHAPE

Many spellcasters can gain access to spellshape actions, typically by selecting spellshape feats. Spellshape actions tweak the properties of your spells. You must use a spellshape action directly before casting the spell you want to alter. If you use any action (including free actions and reactions) other than casting a spell directly after, you waste the benefits of the spellshape action. The benefit is also lost if your turn ends before you cast the spell. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

their character's condition (such as when a character is paralyzed, unconscious, or even dead).

Spells that affect multiple creatures in an area can have both an Area entry and a Targets entry. A spell that has an area but no targets listed usually affects all creatures in the area indiscriminately.

LINE OF EFFECT

You usually need an unobstructed path to the target of a spell, the origin point of an area, or the place where you create something with a spell. More information on line of effect can be found on page 418.

DURATIONS

The duration of a spell is how long the spell effect lasts. Spells that last for more than an instant have a Duration entry. A spell might last until the start or end of a turn, for some number of rounds, for minutes, or even longer. If a spell's duration is given in rounds, the number of rounds remaining decreases by 1 at the start of each of the spellcaster's turns, ending when the duration reaches 0.

Some spells have effects that remain even after the spell's magic is gone. Any ongoing effect that isn't part of the spell's duration entry isn't magical. For instance, a spell such as *sunburst* that creates a brief, intensely bright flash of light might blind someone for a time, even permanently. This blindness couldn't be counteracted because it is not itself magical (though it might be cured by other magic, such as *sound body*).

If a spell's caster dies or is incapacitated during the spell's duration, the spell remains in effect until its duration ends, using the caster's initiative order.

SUSTAINING SPELLS

If the spell's duration is "sustained," it lasts until the end of your next turn unless you use the Sustain action (page 411) on that turn to extend the duration of that spell.

LONG DURATIONS

If a spell's duration says it lasts until your next daily preparations, on the next day you can refrain from preparing a new spell in that spell's slot. (If you are a spontaneous caster, you can instead expend a spell slot during your preparations.) Doing so extends the spell's duration until your next daily preparations. This effectively Sustains the spell over a long period of time. If you prepare a new spell in the slot (or don't expend a spell slot), the spell ends. You can't do this if the spell didn't come from one of your spell slots. If you are dead or otherwise incapacitated at the 24-hour mark after the time you Cast the Spell or the last time you extended its duration, the spell ends. Spells with an unlimited duration last until counteracted or Dismissed. You don't need to keep a spell slot open for these spells.

DISMISSING

Some spells can be dismissed, ending the duration early. This requires the caster or target to use the Dismiss action (page 411).

DEFENSES

If a spell allows the target to attempt a saving throw or use their AC to defend against it, the type of defense is listed in the stat block. Any details on the particular results and timing of the save appear in the text unless the entry specifies a basic saving throw, which follows a standard rule. If a spell allows a defense only under certain circumstances or at a certain time, the Defenses entry is omitted, since the text needs to explain it in more detail. Whenever a spell allows a saving throw, it uses the caster's spell DC, and one that allows AC as a defense typically requires a spell attack. More information on how to calculate your spell DC and spell attack modifier appears starting on page 394.

BASIC SAVING THROWS

If a spell's Defenses entry specifies a "basic" saving throw, the spell's potential effects all relate to the damage listed in the spell's description. The target takes no damage on a critical success, half damage on a success, full damage on a failure, or double damage on a critical failure. The rules for basic saving throws are found on page 396.

SPELL ATTACKS

Some spells require you to succeed at a spell attack roll to affect the target. This is usually because they require you to precisely aim a ray or otherwise make an accurate attack. A spell attack roll is compared to the target's AC. Spell attack rolls benefit from any bonuses or penalties to attack rolls, including your multiple attack penalty, but not any special benefits or penalties that apply only to weapon or unarmed attacks. Spell attacks don't deal any damage beyond what's listed in the spell description.

In rare cases, a spell might have you make some other type of attack, such as a weapon Strike. Such attacks use the normal rules and attack bonus for that type of attack.

IDENTIFYING SPELLS

Sometimes you need to identify a spell, especially if its effects aren't obvious right away. If you notice a spell being cast, and you have that spell in your repertoire or prepared it that day (even if you already cast it), you automatically know what the spell is, including the rank to which it is heightened.

If you want to identify a spell but don't have it prepared or in your repertoire, you must spend an action on your turn attempting to identify it using Recall Knowledge. You typically notice a spell being cast due to its sensory spell manifestations (page 298). Identifying long-lasting spells that are already in place requires using Identify Magic instead of Recall Knowledge because you don't have the advantage of watching the spell being cast.

COUNTERACTING

Some spells, such as *dispel magic*, can be used to eliminate the effects of other spells. At least one creature, object, or manifestation of the spell you are trying to counteract must be within range of the spell that you are using. You attempt a counteract check (page 423) using your Charisma (or other spellcasting attribute modifier) and your proficiency bonus for spell attack rolls.

HOSTILE ACTIONS

Sometimes spells prevent a target from using hostile actions, or the spell ends if a creature uses any hostile actions. A hostile action is one that can harm or damage another creature, whether directly or indirectly, but not one that a creature is unaware could cause harm. For instance, casting *sonic scream* into a crowd would be a hostile action, but opening a door and accidentally freeing a horrible monster wouldn't be. The GM is the final arbitrator of what is a hostile action.

SETTING TRIGGERS

If a spell is meant to respond only to certain events or under certain conditions, it might require you to set a trigger. This is a simple sensory cue that causes the spell to activate. The spell activates as a reaction when the spell's sensor observes something that fits its trigger. Depending on the spell, the trigger might be the presence of a type of creature, such as "creatures with six or more tentacles," or it could be an observed action, such as "whenever someone enters the spell's area."

Disguises and illusions fool the spell as long as they appear to match its parameters. For a spell to detect something visually, the spell's origin point must have line of sight. Darkness doesn't prevent this, but invisibility does, as does a successful Stealth check to Hide (against the spell's DC). For auditory detection, line of sight isn't necessary, though the sound must be audible at the spell's origin point. A Stealth check to Sneak can fool the sensor.

WALLS

Spells that create walls, such as *wall of plasma*, list the depth, length, and height of the wall, also specifying how it can be positioned. Some walls can be shaped; you can manipulate the wall into a form other than a straight line, choosing its contiguous path square by square. The path of a shaped wall can't enter the same space more than once, but it can double back so one section is adjacent to another section of the wall.

READING SPELLS

Each spell uses the following format. Entries appear only when applicable, so not all spells will have every entry described here. The spell's name line also lists the type of spell if it's a cantrip or focus spell, as well as the rank.

SPELL NAME ◆◆ SPELL (RANK)

TRAITS

Tradition This entry lists the magical traditions the spell belongs to. Some feats or other abilities might add a spell to your spell list even if you don't follow the listed traditions.

Cast Spells that take longer than a single turn to cast include this entry to list the time required, such as "1 minute." If the spell has a cost, locus, requirements, or a trigger, that information is also listed in this section.

Range, Area, and Targets This entry lists the range of the spell, the area it affects, and the targets it can affect, if any. If none of these entries are present, the spell affects only the caster.

Defense and Duration If a spell allows the target to attempt a saving throw or use their AC to defend against it, the type of defense appears here (see page 300 for details). A Duration entry appears if the spell has one. A spell that doesn't list a duration takes place instantaneously, and anything created by it persists after the spell.

A horizontal line follows defense and duration, and the effects of the spell are described after this line. This section might also detail the possible results of a saving throw: critical success, success, failure, and critical failure.

Heightened (rank) If the spell has special effects when heightened (page 295), those effects appear at the end of the stat block.

SPELL LISTS

These lists include the spells for each tradition, including cantrips. (Focus spells appear on pages 375–380.) A superscript "H" indicates a spell has extra effects when heightened, and a spell whose rarity is greater than common has a superscript with the first letter of that rarity (for example, "U" for uncommon).

ARCANE SPELLS

ARCANE CANTRIPS

Adhere Bond two objects together or charge a surface with adhesive magic.
Analyze Target^{H} Gather data about a target's basic physiology.
Caustic Blast^{H} Fling a glob of acid that splashes a small area.
Daze^{H} Cloud a creature's mind and possibly stun it.
Detect Magic^{H} Sense whether magic is nearby.
Electric Arc^{H} Zap one or two creatures with lightning.
Figment Create a simple auditory or visual illusion.
Frostbite^{H} Damage a creature with bitter cold.
Gouging Claw^{H} Morph your limb into a claw and attack with it.
Ignition^{H} Burn a creature up close or at range.
Implant Data^{H} Implant data into a digital device so others can find it.
Injury Echo^{H} Deal physical damage, and if a creature later takes that same damage, it begins to bleed.
Light^{H} Make an object glow.
Measure^{H} You get measurements of creatures you can observe in the area.
Message^{H} Speak a message to a distant creature, who can reply.
Prestidigitation Perform a minor magical trick.
Read Aura^{H} Detect if an object is magical.
Recharge Weapon^{H} Create temporary low-cost ammo to fire your weapon with.
Ricochet^{H} Send out a spinning disk that leaps from one target to another.
Shield^{H} A shield of magical force blocks attacks and spells.
Sigil^{H} Leave a magical mark.
Stumble^{H} A burst of microgravity causes the target to stumble.
Summon Instrument^{H} Call an instrument that only you can play.
Tangle Vine^{H} Conjure a vine to entangle a creature.
Telekinetic Hand^{H} Move an object with a floating hand.
Telekinetic Projectile^{H} Fling an object at a creature.
Void Warp^{H} Damage and weaken the living with void energy.

ARCANE 1ST-RANK SPELLS

Air Bubble React to create air for a creature to breathe.
Alarm^{H} Be alerted if a creature enters a warded area.
Ant Haul Target can carry more.
Breathe Fire^{H} Release a small cone of flame from your mouth.
Cellular Stimulant^{H} Stimulate the target's body for a short while at the expense of future energy.
Charm^{H} A creature becomes more friendly to you.
Command^{H} Bid a creature approach, run, drop something, lie prone, or stand up.
Create Water Conjure 2 gallons of water.
Delete^{H} Delete data from a dataset.
Disguise Magic^{H} Mask the aura of a spell or item.
Dizzying Colors Swirling colors blind, dazzle, or stun creatures.
Enfeeble Sap a creature's strength.
Enhance Body^{H} Infuse a creature's body with magic power.
Enhance Weapon^{H} Infuse a weapon with magic power.
Fear^{H} Frighten a creature, possibly making it flee.
Fleet Step Make your Speed much faster.
Force Barrage^{H} Pelt creatures with unerring shards of magical force.
Gentle Landing React to save a falling creature.
Glow Up^{H} You make a target more charming to observers.
Grease Cover a target or an area with slippery grease.
Grim Tendrils^{H} Creatures in a line take void damage and bleed.
Gust of Wind Wind blows out fires and knocks back objects and creatures.
Hydraulic Push^{H} Damage and push a creature with a blast of water.
Illusory Disguise^{H} Make yourself look like a different creature.
Illusory Object^{H} Form a convincing illusion of an object.
Jump^{H} Make an impressive leap.
Lock^{H} Make a lock much harder to open.
Mending^{H} Repair one non-magical item.
Mindlink Mentally impart 10 minutes worth of information in an instant.
Mystic Armor^{H} Ward yourself with magical armor.
Overheat^{H} Heat up a creature and its held objects.
Pest Form^{H} Turn into a nonthreatening animal.
Phantasmal Minion Create a creature of force to perform minor tasks.
Pummeling Rubble^{H} Hurl a cone of rocks to batter creatures.
Shifting Surge^{H} Change weapon to a different energy type and deal bonus damage of the original type.
Sleep^{H} Put creatures in a small area to sleep.
Sonic Scream^{H} Let loose a scream that affects creatures in a cone.
Summon Animal^{H} Conjure an animal to fight for you.
Summon Construct^{H} Conjure a construct to fight on your behalf.
Summon Robot^{H} Summon a robot to fight for you.
Summon Undead^{H} Conjure an undead to fight on your behalf.
Supercharge Weapon^{H} Increase the damage done by the next attack of a weapon.

Sure Strike Your next attack is especially accurate.
Tailwind^{H} Increase your speed for an hour.
Thunderstrike^{H} Call down a thunderbolt.

ARCANE 2ND-RANK SPELLS

Acid Grip^{H} Move and harm foes with a hand of acid.
Blazing Bolt^{H} Fire one to three flaming bolts at different foes.
Blur Target's form becomes blurry and hard to hit.
Caustic Conversion^{H} Send nanites to dissolve your target.
Create Food^{H} Feed multiple creatures with conjured food.
Darkness^{H} Suppress all light in an area.
Darkvision^{H} See in the dark.
Deafness Make a creature deaf.
Dispel Magic End a spell or suppress an item's magic.
Doom Scroll Broadcast grim news that forces others to pay attention.
Embed Message^{H} Leave an illusory message to be triggered at a later date.
Enlarge^{H} Cause a creature to grow in size.
Entangling Flora Sprout plants to hinder movement in an area.
Environmental Endurance^{H} Protect a creature from severe cold or heat.
Everlight Cause a gem to glow eternally.
False Vitality^{H} Gain temporary Hit Points.
Floating Flame^{H} Summoned fire moves at your command.
Ghostly Carrier Create a semicorporeal figure that carries your touch spells to targets.
Humanoid Form^{H} Take the shape of a humanoid.
Illusory Creature^{H} Form a convincing illusion of a creature.
Inject Nanobots^{H} Inject nanobots into the body of a foe that begin to consume it.
Instant Virus Implant a virus into the target that can cause it to glitch.
Invisibility^{H} A creature can't be seen until it attacks.
Knock Make a door, lock, or container easier to open, and possibly open it immediately.
Laughing Fit Laughter impedes a creature's actions.
Logic Bomb^{H} Plant a mental bomb in a tech item that affects a user when they next attempt to use the item.
Mist Conceal creatures with a cloud of mist.
Noise Blast^{H} Damage and deafen creatures with a powerful din.
Oaken Resilience^{H} Confer a tree's resilience and flammability.
Peaceful Rest^{H} A corpse doesn't decay and can't become undead.
Resist Energy^{H} Protect a creature from one type of energy damage.
Revealing Light Dazzling light counters invisibility and concealment.
See the Unseen^{H} Reveal invisible creatures to your sight.
Shape Wood Transform unworked wood into a shape of your choice.
Shrink^{H} Reduce a willing creature to Tiny size.
Skim Data Touch an object to get the gist of the data in it.
Stupefy Dull a target's mind and make spell casting unreliable.
Summon Elemental^{H} Conjure an elemental to fight on your behalf.
Telekinetic Maneuver Disarm, Reposition, Shove, or Trip a creature telekinetically.
Translate^{H} Grant understanding of a language to one creature.
Verdant Code Cause plant matter to sprout from a computer and impede the area around it.
Water Breathing^{H} Allow creatures to breathe underwater.
Water Walk^{H} Buoy a creature so it can walk on water.

ARCANE 3RD-RANK SPELLS

Bind Undead Take control of a mindless undead.
Blindness Strike a target blind.
Clairaudience Hear through an invisible magical sensor.
Cozy Crashpad Conjure a temporary cabin sheltered from the elements.
Discharge Depower a tech creature or equipment.
Earthbind Bring a flying creature to the ground.
Electrotether^{H} Manipulate electromagnetic forces on a target, pulling them closer and dealing electricity damage.
Enthrall Your speech makes creatures fascinated with you.
Entropy Strike^{H} Shoot a ray that decays matter.
Fireball^{H} An explosion of fire in an area burns creatures.
Ghost Killer Weapon Make a weapon affect incorporeal creatures.
Haste^{H} Speed up a creature so it can attack or move more often.
Hypnotize Shifting colors dazzle and fascinate creatures.
Insect Form^{H} Turn into a dangerous giant insect.
Irradiate^{H} Create a burst of magically enhanced radiation.
Levitate Float an object or creature a few feet off the ground.
Lightning Bolt^{H} Lightning strikes all creatures in a line.
Locate$^{H, U}$ Learn the direction to an object.
Mind Reading^{U} Read a creature's surface thoughts.
One with Stone Meld into or turn into a stone.
Paralyze^{H} Freeze a creature in place.
Personal Gravity Alter gravity's effects on you.
Selective Invisibility^{H} The target becomes invisible to almost everyone.
Skyfire Wings^{H} Your arms become fiery wings.
Slow^{H} Make a creature slower, reducing its actions.
Vampiric Feast^{H} Deal void damage and gain temporary Hit Points with a touch.
Veil of Privacy^{U} Protect a creature or object from magical detection.
Wall of Thorns^{H} Grow a wall of brambles.
Wall of Wind Create a wall of gusting winds that hinders movement and ranged attacks.

ARCANE 4TH-RANK SPELLS

Aerial Form^{H} Turn into a flying combatant.
Cairn Form^{H} Rocky skin enhances the target's offensive and defensive capabilities.
Clairvoyance See through an invisible magical sensor.
Confusion^{H} Befuddle a creature, making it act randomly.
Creation^{H} Make a temporary object.
Detect Scrying$^{H, U}$ Find out whether scrying effects are in the area.
Dispelling Globe^{U} Counteract magic that enters this sphere.
Fire Shield^{H} Flames protect you from cold and harm those that touch you.

Flicker^{H} Protect yourself from most damage as you teleport erratically.

Fly^{H} Grant a target a fly Speed.

Mountain Resilience^{H} Harden a creature to resist physical attacks.

Nightmare Plague a creature's dreams with disturbing nightmares.

Outcast's Curse Curse a creature to be off-putting and abrasive.

Peaceful Bubble^{U} Opaque bubble prevents detection, dreams, perception, and scrying.

Planar Tether Keep a creature on its current plane.

Shape Stone Reshape a cube of stone.

Speak with Computers^{H} Talk to a computer.

Suggestion^{H} Suggest a course of action a creature must follow.

Telepathy^{H} Communicate telepathically with any creatures near you.

Translocate^{H} Teleport a moderate distance.

Unfettered Movement Repel effects that would hold a creature in place.

Vapor Form Transform your body into vapor.

Vision of Death^{H} Show the target a vision of their own death, causing fear and mental damage.

Wall of Fire^{H} Create a blazing wall that burns creatures that pass through.

ARCANE 5TH-RANK SPELLS

Banishment^{H} Send a creature back to its home plane.

Control Machine$^{H, U}$ Temporarily take control of a machine.

Elemental Form^{H} Turn into an elemental.

False Vision^{U} Trick a scrying spell.

Hallucination^{H} Cause a creature to believe one thing is another, to notice something that isn't there, or to be unable to detect something.

Howling Blizzard^{H} Fill a cone or burst with cold winds and snowdrifts.

Illusory Scene^{H} Create an imaginary scene containing multiple creatures and objects.

Impaling Spike^{H} Skewer a creature with a cold iron spike.

Magic Passage$^{H, U}$ Open a temporary passage through a surface.

Mind Probe^{U} Uncover knowledge and memories in a creature's mind.

Overload Systems^{H} Unleash a blast of electricity that shorts out tech equipment.

Scouting Eye Invisible eye transmits what it sees to you.

Sending Send a message to a creature anywhere on the planet and get a reply.

Subconscious Suggestion^{H} Plant a suggestion in a creature's mind that it must follow when a trigger occurs.

Summon Dragon^{H} Conjure a dragon to fight on your behalf.

Telekinetic Haul Move a large object.

Toxic Cloud^{H} A bank of poison fog rolls away from you.

Truespeech$^{H, U}$ Let a creature understand and speak all languages.

Wall of Ice^{H} Sculpt a foot-thick wall of ice that blocks sight and can chill creatures.

Wall of Stone^{H} Shape a wall of stone.

Wave of Despair^{H} Drive creatures in an area to despair.

ARCANE 6TH-RANK SPELLS

Chain Lightning^{H} An arc of lightning jumps from creature to creature.

Corrosive Haze^{H} Create a cloud of corrosive nanites.

Cursed Metamorphosis Transform the target into a harmless animal.

Disintegrate^{H} Reduce a creature or object to dust.

Dominate$^{H, U}$ A creature must obey your orders.

Dragon Form^{H} Turn into a dragon.

Mislead Turn invisible and create a duplicate of yourself who acts like you.

Never Mind Stupefy a creature permanently.

Petrify Turn a creature into a stone statue.

Phantasmal Calamity^{H} Create visions of an apocalypse to damage creatures mentally.

Pocket Vacuum^{H} Create a sudden vacuum in an atmosphere, damaging creatures with decompression.

Promession^{H} Flash freeze a target and then render them to dust with sonic vibrations.

Repulsion Prevent creatures from approaching you.

Rocket Dash^{H} Turn into a flaming rocket and rush forward, damaging everyone in your path.

Scrying^{U} Spy on a creature you choose.

Slice Reality^{H} Create a chasm of slicing entropy that attacks creatures nearby.

Teleport$^{H, U}$ Transport you and willing creatures a great distance.

Truesight See through illusions and physical transformations.

Vampiric Exsanguination^{H} Draw blood and life force from creatures in a cone, harming them and healing yourself.

Vibrant Pattern Make a pattern of lights that dazzles and blinds creatures who enters the area.

Wall of Force^{H} Create an invisible and durable plane of magical force.

Wall of Plasma^{H} Create a wall of damaging plasma energy.

X-Ray Vision^{U} See through most solid materials.

ARCANE 7TH-RANK SPELLS

Absolute Zero^{H} Flash freeze and slow creatures.

Contingency^{H} Set up a spell to trigger later under your choice of circumstances.

Eclipse Burst^{H} Explode a globe of darkness that deals cold damage, hurts the living, and overcomes light.

Energy Aegis^{H} A creature gains resistance to acid, cold, electricity, fire, force, sonic, vitality, and void damage.

Interplanar Teleport^{U} Transport creatures to another plane in the Multiverse.

Mask of Terror^{H} Create a fearsome illusory appearance frightens observers.

Planar Palace^{U} Conjure a secure dwelling in a demiplane.

Planar Seal^{U} Raise a barrier against teleportation and summoning.

Project Image^{H} Make an illusion of yourself you can cast spells through.

Retrocognition^{H} Sense impressions of past events at your location.

True Target Make multiple attacks against a creature especially accurate.

Wall of Steel^{H} Create a wall of solid steel.
Warp Mind Confuse a creature, possibly permanently.

ARCANE 8TH-RANK SPELLS

Arctic Rift^{H} Bitter cold damages and freezes a creature.
Desiccate^{H} Pull moisture from creatures, damaging them.
Disappearance Make a creature invisible, silent, and undetectable by special senses.
Earthquake^{H} Shake the ground with a devastating earthquake.
Gravity Field Create a field of increased gravity in an area as you desire.
Monstrosity Form^{H} Turn into a powerful monster.
Phantasmal Fleet Create an illusory fleet of ships that causes creatures to duck for cover.
Pinpoint^{U} Learn the exact location of a creature or object.
Uncontrollable Dance Overcome a target with an all-consuming urge to dance.

ARCANE 9TH-RANK SPELLS

Atomic Blast Create a nuclear explosion with fallout.
Falling Stars^{H} Call down four pieces of the heavens to deal bludgeoning and elemental damage.
Foresight Danger sense warns you when a creature is in danger and protects it with good fortune.
Implosion^{H} Make a creature collapse in on itself.
Massacre^{H} Instantly kill multiple creatures.
Metamorphosis Fluidly change between different forms.
Phantasmagoria Frighten, deal mental damage, and possibly kill many targets.
Telekinetic Tantrum Unleash a barrage of powerful telekinetic energy that has a variety of effects.

ARCANE 10TH-RANK SPELLS

Cataclysm Call an instant, devastating cataclysm.
Freeze Time Briefly stop time for everything but you.
Gate^{U} Tear open a portal to another plane.
Indestructibility Become briefly immune to everything.
Manifestation Flexibly cast a 9th-rank spell from your tradition.
New Game Draw creatures into a VR game, except this time the game is real.
Remake^{U} Recreate a destroyed object.

DIVINE SPELLS

DIVINE CANTRIPS

Analyze Target^{H} Gather data about a target's basic physiology.
Daze^{H} Cloud a creature's mind and possibly stun it.
Detect Magic^{H} Sense whether magic is nearby.
Divine Lance^{H} Throw divine energy that deals spirit damage.
Eldritch Lance^{H} Unleash eldritch mental damage on a target.
Forbidding Ward^{H} Protect an ally against one specific enemy.
Guidance Divine guidance improves one roll.
Light^{H} Make an object glow.
Measure^{H} You get measurements of creatures you can observe in the area.
Message^{H} Speak a message to a distant creature, who can reply.
Prestidigitation Perform a minor magical trick.
Read Aura^{H} Detect if an object is magical.
Reorient Help a target regain their footing.
Ricochet^{H} Send out a spinning disk that leaps from one target to another.
Scan Environment^{H} Scan nearby terrain and get an inherent understanding of it.
Seek the Stars^{H} Know the location of the *Starstone* or the nearest Drift beacon.
Shield^{H} A shield of magical force blocks attacks and spells.
Sigil^{H} Leave a magical mark.
Stabilize Stabilize a dying creature.
Summon Instrument^{H} Call an instrument that only you can play.
Vitality Lash^{H} Damage and weaken the undead with vital energy.
Void Warp^{H} Damage and weaken the living with void energy.

DIVINE 1ST-RANK SPELLS

Air Bubble React to create air for a creature to breathe.
Alarm^{H} Be alerted if a creature enters a warded area.
Bane Weaken enemies' attacks in an aura around you.
Bless Strengthen allies' attacks in an aura around you.
Cleanse Cuisine^{H} Make food and drink safe and delicious.
Command^{H} Bid a creature approach, run, drop something, lie prone, or stand up.
Create Water Conjure 2 gallons of water.
Detect Poison$^{H, U}$ Determine whether an object or creature is poisonous or venomous.
Dream of Home Occupy a creature's mind with memories of its home.
Enfeeble Sap a creature's strength.
Enhance Body^{H} Infuse a creature's body with magic power.
Enhance Weapon^{H} Infuse a weapon with magic power.
Fear^{H} Frighten a creature, possibly making it flee.
Harm^{H} Void energy harms the living or heals the undead, either a single creature or all in a burst.
Heal^{H} Vital energy heals the living or harms the undead, either a single creature or all in a burst.
Infuse Vitality^{H} Empower attacks with vital energy to damage the undead.
Lock^{H} Make a lock much harder to open.
Mending^{H} Repair one non-magical item.
Mind Skewer^{H} Unleash mental damage on a target.
Motivating Ringtone^{H} Cause a comm unit to ring out its owner's theme song.
Mystic Armor^{H} Ward yourself with magical armor.
Protection^{H} Raise a creature's AC.
Sanctuary Protect a creature from being attacked.
Spirit Link^{H} Continually transfer your health to someone else.
Summon Undead^{H} Conjure an undead to fight on your behalf.
Wisp Ally^{H} A wisp of floating light distracts your enemies.

DIVINE 2ND-RANK SPELLS

Augury Predict whether a course of action brings good fortune.
Calm Suppress strong emotions and hostility.
Cleanse Affliction^{H} Treat a curse, disease, or poison.
Clear Mind^{H} Counteract fleeing, frightened, stupefied, and related conditions.
Create Food^{H} Feed multiple creatures with conjured food.

Darkness^{H} Suppress all light in an area.

Darkvision^{H} See in the dark.

Deafness Make a creature deaf.

Detect Thoughts^{H} Sense the surface thoughts of nearby creatures.

Dispel Magic End a spell or suppress an item's magic.

Doom Scroll Broadcast grim news that forces others to pay attention.

Environmental Endurance^{H} Protect a creature from severe cold or heat.

Everlight Cause a gem to glow eternally.

Noise Blast^{H} Damage and deafen creatures with a powerful din.

Peaceful Rest^{H} A corpse doesn't decay and can't become undead.

Resist Energy^{H} Protect a creature from one type of energy damage.

Revealing Light Dazzling light counters invisibility and concealment.

See the Unseen^{H} Reveal invisible creatures to your sight.

Share Life Absorb half the damage another would take.

Sift the Sphere^{H} You sift through the infosphere and gain insight about a topic.

Silence^{H} Mute all sound from a willing creature.

Soul Surge^{H} You channel your own life force into a spear of energy.

Sound Body^{H} Counteract blinded, dazzled, deafened, enfeebled, sickened, and related conditions.

Spiritual Armament^{H} Project a weapon imbued with spiritual power.

Status^{H} Keep track of a willing creature's location and well-being.

Sure Footing^{H} Counteract clumsy, grabbed, paralyzed, or related conditions.

Translate^{H} Grant understanding of a language to one creature.

Void Seed^{H} The target is now healed by the void and hurt by life energy.

Water Breathing^{H} Allow creatures to breathe underwater.

Water Walk^{H} Buoy a creature so it can walk on water.

DIVINE 3RD-RANK SPELLS

Bind Undead Take control of a mindless undead.

Blindness Strike a target blind.

Chilling Darkness^{H} Ray of unholy darkness deals cold damage, dispels light, and harms holy targets.

Crisis of Faith^{H} Cause mental damage and possibly make a worshipper unable to cast spells.

Electrotether^{H} Manipulate electromagnetic forces on a target, pulling them closer and dealing electricity damage.

Entropy Strike^{H} Shoot a ray that decays matter.

Feline Senses^{H} The target's senses improve with feline ears, eyes, and whiskers.

Heroism^{H} Stoke a creature's inner heroism to make it more competent.

Holographic Memory^{U} You extract a memory from the target and replay it as a holographic vision.

Holy Light^{H} A ray of burning light deals extra damage to fiends and other unholy creatures.

Life Seal^{H} Protect a creature from harmful environments.

Locate$^{H, U}$ Learn the direction to an object.

Share Pain^{H} Share a sense of agonizing pain with the target, dealing mental damage.

Skyfire Wings^{H} Your arms become fiery wings.

Speak with Plants^{H} Communicate with plants and plant creatures.

Vampiric Feast^{H} Deal void damage and gain temporary Hit Points with a touch.

Void Whispers Eldritch voices impart secrets that lead the target astray.

DIVINE 4TH-RANK SPELLS

Battle Sonata^{H} Damage and deafen creatures with a dissonant song.

Dispelling Globe^{U} Counteract magic that enters this sphere.

Divine Wrath^{H} Damage and hinder creatures opposing your deity's will.

Eldritch Wrath^{H} Channel unspeakable powers to create a sickening quagmire of horrors.

Explosion of Rot^{H} A burst of deadly decay erupts in the area.

Fly^{H} Grant the target a fly Speed.

Genetic Regeneration^{H} The target regenerates.

Outcast's Curse Curse a creature to be off-putting and abrasive.

Planar Tether Keep a creature on its current plane.

Read Omens^{U} Get a piece of advice about an upcoming event.

Speak with Computers^{H} Talk to a computer.

Talking Corpse^{U} Have a corpse answer three questions.

Unfettered Movement Repel effects that would hold a creature in place.

Vital Beacon^{H} Radiate vitality that heals creatures that touch you.

Weight of Ages^{H} Burden a target with pain and mental damage, weighing it down.

DIVINE 5TH-RANK SPELLS

Banishment^{H} Send a creature back to its home plane.

Breath of Life^{H} React to revive a character at the moment of its death.

Divine Immolation^{H} Call divine fire from the sky.

Scouting Eye Invisible eye transmits what it sees to you.

Sending Send a message to a creature anywhere on the planet and get a reply.

Shadow Blast^{H} Shape a damaging cone of shadow substance to deal damage of a type you choose.

Speak with Stones^{H} Communicate with natural and worked stone.

Summon Celestial^{H} Conjure a celestial to fight for you.

Summon Dragon^{H} Conjure a dragon to fight on your behalf.

Summon Fiend^{H} Conjure a fiend to fight on your behalf.

Summon Monitor^{H} Conjure a planar monitor to fight on your behalf.

Truespeech$^{H, U}$ Let a creature understand and speak all languages.

Wave of Warning^{H} A wave of hostile intent washes over your enemies.

DIVINE 6TH-RANK SPELLS

Dominate$^{H, U}$ A creature must obey your orders.

Dragon Form^{H} Turn into a dragon.
Field of Life^{H} Create a vital energy field that heals those who remain within.
Pocket Vacuum^{H} Create a sudden vacuum in an atmosphere, damaging creatures with decompression.
Raise Dead$^{H, U}$ Return a dead creature to life.
Repulsion Prevent creatures from approaching you.
Slice Reality^{H} Create a chasm of slicing entropy that attacks creatures nearby.
Spirit Blast^{H} Damage a creature's spiritual essence.
Telekinetic Strangulation Telekinetically strangle a target and hold it in place.
Truesight See through illusions and physical transformations.
Vampiric Exsanguination^{H} Draw blood and life force from creatures in a cone, harming them and healing yourself.
X-Ray Vision^{U} See through most solid materials.

DIVINE 7TH-RANK SPELLS

Death Sentence^{H} Condemn the target to be rejected by reality.
Eclipse Burst^{H} Explode a globe of darkness that deals cold damage, hurts the living, and overcomes light.
Energy Aegis^{H} A creature gains resistance to acid, cold, electricity, fire, force, sonic, vitality, and void damage.
Execute^{H} Pull a living creature toward death or an undead creature toward destruction.
Howl You let out a vibrating howl that compels others to join in and deals damage.
Interplanar Teleport^{U} Transport creatures to another plane in the Multiverse.
Planar Seal^{U} Raise a barrier against teleportation and summoning.
Regenerate^{H} Creature heals over time, regrows organs, and reattaches body parts.
Sunburst^{H} A globe of sunlight deals fire damage, hurts undead, and overcomes darkness.
Void Scour^{H} You scour the life from an area in a sphere of desolate darkness.

DIVINE 8TH-RANK SPELLS

Divine Inspiration Spiritual energy recovers a creature's expended spell.
Gravity Field Create a field of increased gravity in an area as you desire.
Moment of Renewal Give a creature a day's worth of recovery in an instant.
Pinpoint^{U} Learn the exact location of a creature or object.
Singularity Seed Create a dense gravitational seed that sucks things in and deals massive void damage.
Void Vessel Survive in a vacuum and gain wings that let you fly in space.

DIVINE 9TH-RANK SPELLS

Call Cosmos^{H} Call down a column of cosmic matter to burn and freeze.
Foresight Danger sense warns you when a creature is in danger and protects it with good fortune.
Massacre^{H} Instantly kill multiple creatures.
Wails of the Damned Scream, draining the living and causing void damage.

DIVINE 10TH-RANK SPELLS

Avatar Transform into a battle form with benefits determined by your deity.
Gate^{U} Tear open a portal to another plane.
Indestructibility Become briefly immune to everything.
Manifestation Flexibly cast a 9th-rank spell from your tradition.
Remake^{U} Recreate a destroyed object.
Revival Heal creatures in an area and return the dead to life temporarily.

OCCULT SPELLS

OCCULT CANTRIPS

Adhere Bond two objects together or charge a surface with adhesive magic.
Analyze Target^{H} Gather data about a target's basic physiology.
Daze^{H} Cloud a creature's mind and possibly stun it.
Detect Magic^{H} Sense whether magic is nearby.
Eldritch Lance^{H} Unleash eldritch mental damage on a target.
Figment Create a simple auditory or visual illusion.
Forbidding Ward^{H} Protect an ally against one specific enemy.
Guidance Divine guidance improves one roll.
Implant Data^{H} Implant data into a digital device so others can find it.
Injury Echo^{H} Deal physical damage, and if a creature later takes that same damage, it begins to bleed.
Light^{H} Make an object glow.
Measure^{H} You get measurements of creatures you can observe in the area.
Message^{H} Speak a message to a distant creature, who can reply.
Prestidigitation Perform a minor magical trick.
Read Aura^{H} Detect if an object is magical.
Recharge Weapon^{H} Create temporary low-cost ammo to fire your weapon with.
Seek the Stars^{H} Know the location of the *Starstone* or the nearest Drift beacon.
Shield^{H} A shield of magical force blocks attacks and spells.
Sigil^{H} Leave a magical mark.
Summon Instrument^{H} Call an instrument that only you can play.
Telekinetic Hand^{H} Move an object with a floating hand.
Telekinetic Projectile^{H} Fling an object at a creature.
Void Warp^{H} Damage and weaken the living with void energy.

OCCULT 1ST-RANK SPELLS

Akashic Download^{H} Consult the Akashic Record for info on a topic.
Alarm^{H} Be alerted if a creature enters a warded area.
Bane Weaken enemies' attacks in an aura around you.
Bless Strengthen allies' attacks in an aura around you.
Charm^{H} A creature becomes more friendly to you.
Command^{H} Bid a creature approach, run, drop something, lie prone, or stand up.
Delete^{H} Delete data from a dataset.
Disguise Magic^{H} Mask the aura of a spell or item.

Dizzying Colors Swirling colors blind, dazzle, or stun creatures.
Dream of Home Occupy a creature's mind with memories of its home.
Enfeeble Sap a creature's strength.
Enhance Body^{H} Infuse a creature's body with magic power.
Enhance Weapon^{H} Infuse a weapon with magic power.
Fear^{H} Frighten a creature, possibly making it flee.
Force Barrage^{H} Pelt creatures with unerring shards of magical force.
Glow Up^{H} You make a target more charming to observers.
Grim Tendrils^{H} Creatures in a line take void damage and start to bleed.
Ill Omen Curse a creature with misfortune.
Illusory Disguise^{H} Make yourself look like a different creature.
Illusory Object^{H} Form a convincing illusion of an object.
Lock^{H} Make a lock much harder to open.
Mending^{H} Repair one non-magical item.
Mind Skewer^{H} Unleash mental damage on a target.
Mindlink Mentally impart 10 minutes' worth of information in an instant.
Motivating Ringtone^{H} Cause a comm unit to ring out its owner's theme song.
Mystic Armor^{H} Ward yourself with magical armor.
Phantasmal Minion Create a creature of force to perform minor tasks.
Phantom Pain^{H} Cause a creature ongoing pain that sickens it.
Protection^{H} Raise a creature's AC.
Sanctuary Protect a creature from being attacked.
Shifting Surge^{H} Change weapon to a different energy type and deal bonus damage of the original type.
Sleep^{H} Put creatures in a small area to sleep.
Sonic Scream^{H} Let loose a scream that affects creatures in a cone.
Soothe^{H} Heal the target and bolster them against mental attacks.
Spirit Link^{H} Continually transfer your health to someone else.
Summon Fey^{H} Conjure a fey to fight on your behalf.
Summon Undead^{H} Conjure an undead to fight on your behalf.
Sure Strike Your next attack is especially accurate.

OCCULT 2ND-RANK SPELLS

Augury Predict whether a course of action brings good fortune.
Blur Target's form becomes blurry and hard to hit.
Calm Suppress strong emotions and hostility.
Cleanse Affliction^{H} Treat a curse, disease, or poison.
Clear Mind^{H} Counteract fleeing, frightened, stupefied, and related conditions.
Darkness^{H} Suppress all light in an area.
Darkvision^{H} See in the dark.
Deafness Make a creature deaf.
Detect Thoughts^{H} Sense the surface thoughts of nearby creatures.
Dispel Magic End a spell or suppress an item's magic.
Doom Scroll Broadcast grim news that forces others to pay attention.
Embed Message^{H} Leave an illusory message to be triggered at a later date.
Everlight Cause a gem to glow eternally.
False Vitality^{H} Gain temporary Hit Points.
Ghostly Carrier Create a semicorporeal figure that carries your touch spells to targets.
Humanoid Form^{H} Take the shape of a humanoid.
Illusory Creature^{H} Form a convincing illusion of a creature.
Invisibility^{H} A creature can't be seen until it attacks.
Knock Make a door, lock, or container easier to open, and possibly open it immediately.
Laughing Fit Laughter impedes a creature's actions.
Logic Bomb^{H} Plant a mental bomb in a tech item that affects a user when they next attempt to use the item.
Noise Blast^{H} Damage and deafen creatures with a powerful din.
Paranoia^{H} Make a creature believe everyone is a threat.
Peaceful Rest^{H} A corpse doesn't decay and can't become undead.
Resist Energy^{H} Protect a creature from one type of energy damage.
Revealing Light Dazzling light counters invisibility and concealment.
See the Unseen^{H} Reveal invisible creatures to your sight.
Shatter^{H} Shatter an object with a high-frequency sonic attack.
Sift the Sphere^{H} You sift through the infosphere and gain insight about a topic.
Silence^{H} Mute all sound from a willing creature.
Skim Data Touch an object to get the gist of the data in it.
Sound Body^{H} Counteract blinded, dazzled, deafened, enfeebled, sickened, and related conditions.
Spiritual Armament^{H} Project a weapon imbued with spiritual power.
Status^{H} Keep track of a willing creature's location and well-being.
Stupefy Dull a target's mind and make spell casting unreliable.
Sure Footing^{H} Counteract clumsy, grabbed, paralyzed, or related conditions.
Telekinetic Maneuver Disarm, Reposition, Shove, or Trip a creature telekinetically.
Temporal Bullets Rewind time to do some damage with a missed attack.
Translate^{H} Grant understanding of a language to one creature.
Vibe Check^{H} Insert psychically intense emotions into the target, causing it to react differently as a result.

OCCULT 3RD-RANK SPELLS

Bind Undead Take control of a mindless undead.
Blindness Strike a target blind.
Clairaudience Hear through an invisible magical sensor.
Cozy Crashpad Conjure a temporary cabin sheltered from the elements.
Electrotether^{H} Manipulate electromagnetic forces on a target, pulling them closer and dealing electricity damage.
Enthrall Your speech makes creatures fascinated with you.
Entropy Strike^{H} Shoot a ray that decays matter.
Ghost Killer Weapon Make a weapon affect incorporeal creatures.
Haste^{H} Speed up a creature so it can attack or move more often.
Heroism^{H} Stoke a creature's inner heroism to make it more competent.

Holographic Memory^{U} You extract a memory from the target and replay it as a holographic vision.

Hypercognition Recall massive amounts of information in an instant.

Hypnotize Shifting colors dazzle and fascinate creatures.

Levitate Float an object or creature a few feet off the ground.

Locate$^{H, U}$ Learn the direction to an object.

Mind Reading^{U} Read a creature's surface thoughts.

Paralyze^{H} Freeze a creature in place.

Personal Gravity Alter gravity's effects on you.

Selective Invisibility^{H} The target becomes invisible to almost everyone.

Share Pain^{H} Share a sense of agonizing pain with the target, dealing mental damage.

Skyfire Wings^{H} Your arms become fiery wings.

Slow^{H} Make a creature slower, reducing its actions.

Speak with Plants^{H} Communicate with plants and plant creatures.

Time's Edge^{H} Deal slashing damage as targets age horribly in a tight beam area.

Vampiric Feast^{H} Deal void damage and gain temporary Hit Points with a touch.

Veil of Privacy^{U} Protect a creature or object from magical detection.

Void Whispers Eldritch voices impart secrets that lead the target astray.

OCCULT 4TH-RANK SPELLS

Battle Sonata^{H} Damage and deafen creatures with a dissonant song.

Clairvoyance See through an invisible magical sensor.

Confusion^{H} Befuddle a creature, making it act randomly.

Detect Scrying$^{H, U}$ Find out whether scrying effects are in the area.

Dispelling Globe^{U} Counteract magic that enters this sphere.

Eldritch Wrath^{H} Channel unspeakable powers to create a sickening quagmire of horrors.

Flicker^{H} Protect yourself from most damage as you teleport erratically.

Fly^{H} Grant the target a fly Speed.

Honeyed Words Make even the most unlikely lies more believable.

Nightmare Plague a creature's dreams with disturbing nightmares.

Outcast's Curse Curse a creature to be off-putting and abrasive.

Peaceful Bubble^{U} Opaque bubble prevents detection, dreams, perception, and scrying.

Planar Tether Keep a creature on its current plane.

Read Omens^{U} Get a piece of advice about an upcoming event.

Rewrite Memory$^{H, U}$ Alter, erase, or implant memories.

Suggestion^{H} Suggest a course of action a creature must follow.

Talking Corpse^{U} Have a corpse answer three questions.

Telepathy^{H} Communicate telepathically with any creatures near you.

Translocate^{H} Teleport a moderate distance.

Vapor Form Transform your body into vapor.

Vision of Death^{H} Show the target a vision of their own death, causing fear and mental damage.

Weight of Ages^{H} Burden a target with pain and mental damage, weighing it down.

OCCULT 5TH-RANK SPELLS

Banishment^{H} Send a creature back to its home plane.

Chrono Push^{H} Push a target away and damage creatures nearby.

Control Machine$^{H, U}$ Temporarily take control of a machine.

Dreaming Potential The target retrains in its dreams.

False Vision^{U} Trick a scrying spell.

Hallucination^{H} Cause a creature to believe one thing is another, to notice something that isn't there, or to be unable to detect something.

Illusory Scene^{H} Create an imaginary scene containing multiple creatures and objects.

Mind Probe^{U} Uncover knowledge and memories in a creature's mind.

Scouting Eye Invisible eye transmits what it sees to you.

Sending Send a message to a creature anywhere on the planet and get a reply.

Shadow Blast^{H} Shape a damaging cone of shadow substance to deal damage of a type you choose.

Speak with Stones^{H} Communicate with natural and worked stone.

Subconscious Suggestion^{H} Plant a suggestion in a creature's mind that it must follow when a trigger occurs.

Subjective Reality Convince yourself a creature or object doesn't exist so you can't affect each other.

Summon Dragon^{H} Conjure a dragon to fight on your behalf.

Summon Entity^{H} Conjure an aberration to fight on your behalf.

Synaptic Pulse Slow creatures with a mental blast.

Telekinetic Haul Move a large object.

Truespeech$^{H, U}$ Let a creature understand and speak all languages.

Wave of Despair^{H} Drive creatures in an area to despair.

OCCULT 6TH-RANK SPELLS

Cursed Metamorphosis Transform the target into a harmless animal.

Dominate$^{H, U}$ A creature must obey your orders.

Dragon Form^{H} Turn into a dragon.

Mislead Turn invisible and create a duplicate of yourself who acts like you.

Never Mind Stupefy a creature permanently.

Phantasmal Calamity^{H} Create visions of an apocalypse to damage creatures mentally.

Repulsion Prevent creatures from approaching you.

Scrying^{U} Spy on a creature you choose.

Slice Reality^{H} Create a chasm of slicing entropy that attacks creatures nearby.

Spirit Blast^{H} Damage a creature's spiritual essence.

Telekinetic Strangulation Telekinetically strangle a target and hold it in place.

Teleport$^{H, U}$ Transport you and willing creatures a great distance.

Truesight See through illusions and physical transformations.

Vampiric Exsanguination[H] Draw blood and life force from creatures in a cone, harming them and healing yourself.

Vibrant Pattern Make a pattern of lights that dazzles and blinds creatures who enter the area.

Wall of Force[H] Create an invisible and durable plane of magical force.

X-Ray Vision[U] See through most solid materials.

OCCULT 7TH-RANK SPELLS

Energy Aegis[H] A creature gains resistance to acid, cold, electricity, fire, force, sonic, vitality, and void damage.

Howl You let out a vibrating howl that compels others to join in and deals damage.

Interplanar Teleport[U] Transport creatures to another plane in the Multiverse.

Mask of Terror[H] Create a fearsome illusory appearance frightens observers.

Planar Palace[U] Conjure a secure dwelling in a demiplane.

Planar Seal[U] Raise a barrier against teleportation and summoning.

Possession[H,U] Send your mind and soul into another creature's body.

Project Image[H] Make an illusion of yourself you can cast spells through.

Retrocognition[H] Sense impressions of past events at your location.

True Target Make multiple attacks against a creature especially accurate.

Warp Mind Confuse a creature, possibly permanently.

OCCULT 8TH-RANK SPELLS

Akashic Revival Create a record of your body in case you die.

Disappearance Make a creature invisible, silent, and undetectable by special senses.

Gravity Field Create a field of increased gravity in an area as you desire.

Phantasmal Fleet Create an illusory fleet of ships that causes creatures to duck for cover.

Pinpoint[U] Learn the exact location of a creature or object.

Uncontrollable Dance Overcome a target with an all-consuming urge to dance.

Void Vessel Survive in a vacuum and gain wings that let you fly in space.

OCCULT 9TH-RANK SPELLS

Foresight Danger sense warns you when a creature is in danger and protects it with good fortune.

Phantasmagoria Frighten, deal mental damage, and possibly kill many targets.

Telekinetic Tantrum Unleash a barrage of powerful telekinetic energy that has a variety of effects.

Wails of the Damned Scream, draining the living and causing void damage.

OCCULT 10TH-RANK SPELLS

Fabricated Truth Make creatures believe something is factual.

Freeze Time Briefly stop time for everything but you.

Gate[U] Tear open a portal to another plane.

Indestructibility Become briefly immune to everything.

Manifestation Flexibly cast a 9th-rank spell from your tradition.

Remake[U] Recreate a destroyed object.

PRIMAL SPELLS

PRIMAL CANTRIPS

Adhere Bond two objects together or charge a surface with adhesive magic.

Analyze Target[H] Gather data about a target's basic physiology.

Caustic Blast[H] Fling a glob of acid that splashes a small area.

Detect Magic[H] Sense whether magic is nearby.

Electric Arc[H] Zap one or two creatures with lightning.

Frostbite[H] Damage a creature with bitter cold.

Gouging Claw[H] Morph your limb into a claw and attack with it.

Guidance Divine guidance improves one roll.

Ignition[H] Burn a creature up close or at range.

Light[H] Make an object glow.

Measure[H] You get measurements of creatures you can observe in the area.

Prestidigitation Perform a minor magical trick.

Read Aura[H] Detect if an object is magical.

Reorient Help a target regain their footing.

Scan Environment[H] Scan nearby terrain and get an inherent understanding of it.

Seek the Stars[H] Know the location of the *Starstone* or the nearest Drift beacon.

Sigil[H] Leave a magical mark.

Stabilize Stabilize a dying creature.

Stumble[H] A burst of microgravity causes the target to stumble.

Tangle Vine[H] Conjure a vine to entangle a creature.

Vitality Lash[H] Damage and weaken the undead with vital energy.

PRIMAL 1ST-RANK SPELLS

Air Bubble React to create air for a creature to breathe.

Alarm[H] Be alerted if a creature enters a warded area.

Ant Haul Target can carry more.

Breathe Fire[H] Release a small cone of flame from your mouth.

Cellular Stimulant[H] Stimulate the target's body for a short while at the expense of future energy.

Charm[H] A creature becomes more friendly to you.

Cleanse Cuisine[H] Make food and drink safe and delicious.

Create Water Conjure 2 gallons of water.

Detect Poison[H, U] Determine whether an object or creature is poisonous or venomous.

Enhance Body[H] Infuse a creature's body with magic power.

Enhance Weapon[H] Infuse a weapon with magic power.

Fear[H] Frighten a creature, possibly making it flee.

Fleet Step Make your Speed much faster.

Gentle Landing React to save a falling creature.

Glow Up[H] You make a target more charming to observers.

Grease Cover a target or an area with slippery grease.

Gust of Wind Wind blows out fires and knocks back objects and creatures.
Heal^{H} Vital energy heals the living or harms the undead, either a single creature or all in a burst.
Hydraulic Push^{H} Damage and push a creature with a blast of water.
Jump^{H} Make an impressive leap.
Mending^{H} Repair one non-magical item.
Mystic Armor^{H} Ward yourself with magical armor.
Overheat^{H} Heat up a creature and its held objects.
Pest Form^{H} Turn into a nonthreatening animal.
Pummeling Rubble^{H} Hurl a cone of rocks to batter creatures.
Sonic Scream^{H} Let loose a scream that affects creatures in a cone.
Summon Animal^{H} Conjure an animal to fight for you.
Summon Fey^{H} Conjure a fey to fight on your behalf.
Summon Plant or Fungus^{H} Conjure a plant or fungus to fight on your behalf.
Tailwind^{H} Increase your speed for an hour.
Thunderstrike^{H} Call down a thunderbolt.
Wisp Ally^{H} A wisp of floating light distracts your enemies.

PRIMAL 2ND-RANK SPELLS

Acid Grip^{H} Move and harm foes with a hand of acid.
Animal Form^{H} Turn into a dangerous animal.
Blazing Bolt^{H} Fire one to three flaming bolts at different foes.
Caustic Conversion^{H} Send nanites to dissolve your target.
Cleanse Affliction^{H} Treat a curse, disease, or poison.
Clear Mind^{H} Counteract fleeing, frightened, stupefied, and related conditions.
Create Food^{H} Feed multiple creatures with conjured food.
Darkness^{H} Suppress all light in an area.
Darkvision^{H} See in the dark.
Deafness Make a creature deaf.
Dispel Magic End a spell or suppress an item's magic.
Enlarge^{H} Cause a creature to grow in size.
Entangling Flora Sprout plants to hinder movement in an area.
Environmental Endurance^{H} Protect a creature from severe cold or heat.
Everlight Cause a gem to glow eternally.
Floating Flame^{H} Summoned fire moves at your command.
Humanoid Form^{H} Take the shape of a humanoid.
Mist Conceal creatures with a cloud of mist.
Oaken Resilience^{H} Confer a tree's resilience and flammability.
One with Plants Meld into or turn into a plant.
Peaceful Rest^{H} A corpse doesn't decay and can't become undead.
Resist Energy^{H} Protect a creature from one type of energy damage.
Revealing Light Dazzling light counters invisibility and concealment.
Shape Wood Transform unworked wood into a shape of your choice.
Shatter^{H} Shatter an object with a high-frequency sonic attack.
Shrink^{H} Reduce a willing creature to Tiny size.
Soul Surge^{H} You channel your own life force into a spear of energy.
Sound Body^{H} Counteract blinded, dazzled, deafened, enfeebled, sickened, and related conditions.
Speak with Animals Communicate with animals.
Status^{H} Keep track of a willing creature's location and well-being.
Summon Elemental^{H} Conjure an elemental to fight on your behalf.
Sure Footing^{H} Counteract clumsy, grabbed, paralyzed, or related conditions.
Verdant Code Cause plant matter to sprout from a computer and impede the area around it.
Void Seed^{H} The target is now healed by the void and hurt by life energy.
Water Breathing^{H} Allow creatures to breathe underwater.
Water Walk^{H} Buoy a creature so it can walk on water.

PRIMAL 3RD-RANK SPELLS

Blindness Strike a target blind.
Discharge Depower a tech creature or equipment.
Earthbind Bring a flying creature to the ground.
Electrotether^{H} Manipulate electromagnetic forces on a target, pulling them closer and dealing electricity damage.
Feline Senses^{H} The target's senses improve with feline ears, eyes, and whiskers.
Fireball^{H} An explosion of fire in an area burns creatures.
Haste^{H} Speed up a creature so it can attack or move more often.
Holy Light^{H} A ray of burning light deals extra damage to fiends and other unholy creatures.
Insect Form^{H} Turn into a dangerous giant insect.
Irradiate^{H} Create a burst of magically enhanced radiation.
Life Seal^{H} Protect a creature from harmful environments.
Lightning Bolt^{H} Lightning strikes all creatures in a line.
One with Stone Meld into or turn into a stone.
Personal Gravity Alter gravity's effects on you.
Skyfire Wings^{H} Your arms become fiery wings.
Slow^{H} Make a creature slower, reducing its actions.
Speak with Plants^{H} Communicate with plants and plant creatures.
Time's Edge^{H} Deal slashing damage as targets age horribly in a tight beam area.
Veil of Privacy^{U} Protect a creature or object from magical detection.
Wall of Thorns^{H} Grow a wall of brambles.
Wall of Wind Create a wall of gusting winds that hinders movement and ranged attacks.

PRIMAL 4TH-RANK SPELLS

Aerial Form^{H} Turn into a flying combatant.
Cairn Form^{H} Rocky skin enhances the target's offensive and defensive capabilities.
Creation^{H} Make a temporary object.
Explosion of Rot^{H} A burst of deadly decay erupts in the area.
Fire Shield^{H} Flames protect you from cold and harm those that touch you.
Fly^{H} Grant the target a fly Speed.
Genetic Regeneration^{H} The target regenerates.
Hydraulic Torrent^{H} Force creatures back with a damaging line of water.

Mountain Resilience[H] Harden a creature to resist physical attacks.
Shape Stone Reshape a cube of stone.
Unfettered Movement Repel effects that would hold a creature in place.
Vapor Form Transform your body into vapor.
Vital Beacon[H] Radiate vitality that heals creatures that touch you.
Wall of Fire[H] Create a blazing wall that burns creatures that pass through.

PRIMAL 5TH-RANK SPELLS

Banishment[H] Send a creature back to its home plane.
Carcinization Transform a target into a crab.
Elemental Form[H] Turn into an elemental.
Howling Blizzard[H] Fill a cone or burst with cold winds and snowdrifts.
Impaling Spike[H] Skewer a creature with a cold iron spike.
Magic Passage[H, U] Open a temporary passage through a surface.
Nature's Pathway[H, U] Teleport from tree to tree.
Overload Systems[H] Unleash a blast of electricity that shorts out tech equipment.
Plant Form[H] Turn into a dangerous plant creature.
Speak with Stones[H] Communicate with natural and worked stone.
Summon Dragon[H] Conjure a dragon to fight on your behalf.
Summon Giant[H] Conjure a giant to fight on your behalf.
Toxic Cloud[H] A bank of poison fog rolls away from you.
Wall of Ice[H] Sculpt a foot-thick wall of ice that blocks sight and can chill creatures.
Wall of Stone[H] Shape a wall of stone.
Wave of Warning[H] A wave of hostile intent washes over your enemies.

PRIMAL 6TH-RANK SPELLS

Chain Lightning[H] An arc of lightning jumps from creature to creature.
Corrosive Haze[H] Create a cloud of corrosive nanites.
Cursed Metamorphosis Transform the target into a harmless animal.
Dragon Form[H] Turn into a dragon.
Field of Life[H] Create a vital energy field that heals those who remain within.
Petrify Turn a creature into a stone statue.
Pocket Vacuum[H] Create a sudden vacuum in an atmosphere, damaging creatures with decompression.
Promession[H] Flash freeze a target and then render them to dust with sonic vibrations.
Truesight See through illusions and physical transformations.
Wall of Plasma[H] Create a wall of damaging plasma energy.

PRIMAL 7TH-RANK SPELLS

Absolute Zero[H] Flash freeze and slow creatures.
Death Sentence[H] Condemn the target to be rejected by reality.
Eclipse Burst[H] Explode a globe of darkness that deals cold damage, hurts the living, and overcomes light.
Energy Aegis[H] A creature gains resistance to acid, cold, electricity, fire, force, sonic, vitality and void damage.
Execute[H] Pull a living creature toward death or an undead creature toward destruction.
Howl You let out a vibrating howl that compels others to join in and deals damage.
Interplanar Teleport[U] Transport creatures to another plane in the Multiverse.
Mask of Terror[H] A creature's fearsome illusory appearance frightens observers.
Regenerate[H] Creature heals over time, regrows organs, and reattaches body parts.
Root of All Pain You insert a pain-inducing root into the target's nervous system.
Sunburst[H] A globe of sunlight deals fire damage, hurts undead, and overcomes darkness.
Unfettered Pack[H] Let creatures avoid environmental hindrances.
Void Scour[H] You scour the life from an area in a sphere of desolate darkness.
Wall of Steel[H] Create a wall of solid steel.

PRIMAL 8TH-RANK SPELLS

Arctic Rift[H] Bitter cold damages and freezes a creature.
Desiccate[H] Pull moisture from creatures, damaging them.
Earthquake[H] Shake the ground with a devastating earthquake.
Gravity Field Create a field of increased gravity in an area as you desire.
Moment of Renewal Give a creature a day's worth of recovery in an instant.
Monstrosity[H] Form Turn into a powerful monster.
Punishing Winds A cyclone inhibits flight and traps creatures.
Singularity Seed Create a dense gravitational seed that sucks things in and deals massive void damage.
Void Vessel Survive in a vacuum and gain wings that let you fly in space.

PRIMAL 9TH-RANK SPELLS

Atomic Blast Create a nuclear explosion with fallout.
Call Cosmos[H] Call down a column of cosmic matter to burn and freeze.
Falling Stars[H] Call down four pieces of the heavens to deal bludgeoning and elemental damage.
Implosion[H] Make a creature collapse in on itself.
Massacre[H] Instantly kill multiple creatures.
Metamorphosis Fluidly change between different forms.
Wrathful Storm[H] Create and control a massive storm.

PRIMAL 10TH-RANK SPELLS

Cataclysm Call an instant, devastating cataclysm.
Event Horizon Create a supermassive black hole that crushes those near it.
Indestructibility Become briefly immune to everything.
Manifestation Flexibly cast a 9th-rank spell from your tradition.
Nature Incarnate[U] Turn into a massive avatar of nature.
Remake[U] Recreate a destroyed object.
Revival Heal creatures in an area and return the dead to life temporarily.

SPELLS

The grand variety of spells includes those in the following pages and far more. Taught at magical academies, drawn from other worlds, bestowed by mystical connections, and granted by all manner of unknowable entities, spells can serve just about any purpose.

ABSOLUTE ZERO ◆◆ SPELL 7

COLD | CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** 30-foot burst

Defense Fortitude

A swirling vortex flash freezes the air, dealing 10d8 cold damage. Each creature in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 until the start of your next turn.

Critical Failure The creature takes double damage, is immobilized by a layer of ice, and is slowed 1 as long as it's immobilized. The ice is an object with 50 Hit Points, Hardness 5, immunity to cold damage, and vulnerability 10 to fire. It has object immunities (page 236) and is destroyed if the target Escapes.

Heightened (+1) The damage increases by 1d8 and the ice's Hit Points increase by 5.

ACID GRIP ◆◆ SPELL 2

ACID | CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature

Defense Reflex

An ephemeral, taloned hand grips the target, burning it with magical acid. The target takes 2d8 acid damage plus 1d6 persistent acid damage depending on its Reflex save. A creature taking persistent damage from this spell takes a –10-foot status penalty to its Speeds.

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage, and the claw moves it up to 5 feet in a direction of your choice.

Failure The creature takes full damage and persistent damage, and the claw moves it up to 10 feet in a direction of your choice.

Critical Failure The creature takes double damage and full persistent damage, and the claw moves it up to 20 feet in a direction of your choice.

Heightened (+2) The initial damage increases by 2d8, and the persistent acid damage increases by 1d6.

ADHERE ◆ CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions arcane, occult, primal

Range touch; **Targets** 1 held or unattended object or a 5-foot-square surface

Duration 1 minute

You create a molecular bond between an unattended object you touch (or an object you're holding) and another object or surface that object is touching. Pulling the object free of that surface requires a successful Athletics check against your spell DC to Force Open.

If you instead touch one unoccupied 5-foot square, that surface becomes charged with adhering magic. That space becomes greater difficult terrain.

AERIAL FORM ◆◆ SPELL 4

CONCENTRATE | MANIPULATE | POLYMORPH

Traditions arcane, primal

Duration 1 minute

You harness your mastery of the sky to reshape your body into a Medium flying animal battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal (such as an owl or eagle for bird), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss the spell.

You gain specific abilities based on the animal you choose:

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 5 temporary Hit Points.
- Low-light vision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +16, and your damage bonus is +5. These attacks are Dexterity based (for the purpose of the clumsy condition, for example). If your attack modifier for Dexterity-based unarmed attacks is higher, you can use it instead.
- Acrobatics modifier of +16, unless your own is higher.

You also gain specific abilities based on the form you choose:

- **Bat** Speed 20 feet, fly 30 feet; precise echolocation 40 feet; **Melee** ◆ fangs, **Damage** 2d8 piercing; **Melee** ◆ wing (agile), **Damage** 2d6 bludgeoning.
- **Bird** Speed 10 feet, fly 50 feet; **Melee** ◆ beak, **Damage** 2d8 piercing; **Melee** ◆ talon (agile), **Damage** 1d10 slashing.
- **Pterosaur** Speed 10 feet, fly 40 feet; imprecise scent 30 feet; **Melee** ◆ beak, **Damage** 3d6 piercing.

- **Wasp** Speed 20 feet, fly 40 feet; **Melee** ◆ stinger, **Damage** 1d8 piercing plus 1d6 persistent poison.

Heightened (5th) Your battle form is Large and your fly Speed gains a +10-foot status bonus. You instead gain 10 temporary HP, attack modifier +18, damage bonus +8, and Acrobatics +20.

Heightened (6th) Your battle form is Huge, your fly Speed gains a +15-foot status bonus, and your attacks have 10-foot reach. You instead gain AC = 21 + your level, 15 temporary HP, attack modifier +21, damage bonus +4 and double damage dice (including persistent damage), and Acrobatics +23.

AIR BUBBLE ⤾ SPELL 1

AIR CONCENTRATE

Traditions arcane, divine, primal

Trigger A creature within range enters an environment where it can't breathe.

Range 60 feet; **Targets** the triggering creature

Duration 1 minute

A bubble of pure air appears around the target's head, allowing it to breathe normally. The effect ends as soon as the target returns to an environment where it can breathe normally.

AKASHIC DOWNLOAD ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions occult

Requirements You have a comm unit or computer, used as a locus.

Duration 1 day

You execute a psychic search of the Akashic Record for information about a specific topic and magically transfer this data to your comm unit or computer. When you Cast this Spell, choose any skill in which you're trained that has the Recall Knowledge action.

Any time during the duration, you can consult your comm unit while attempting a Recall Knowledge check using your chosen skill. This check gains a +1 status bonus. Checking your comm unit is part of the action to Recall Knowledge. You must be holding the comm unit to do so. The comm unit instantly compiles and displays snippets and selections from various media relevant to the topic, which grants you the bonus. If you roll a critical failure on this check, you get a failure instead. If the check is successful and the subject is a creature, you gain additional information or context about the creature. Once you reference the comm unit, the spell ends. When the spell ends, your access to the Akashic Record ends, and all the information you downloaded returns to the Akashic Record.

Heightened (3rd) You can reference your comm unit three times before the spell ends.

AKASHIC REVIVAL SPELL 8

CONCENTRATE MANIPULATE

Traditions occult

Cast 10 minutes

Range touch; **Targets** 1 willing creature

Duration 1 day

You dispatch perfect documentation of the target's physical body to the Akashic Record, allowing it to later recall this record and reconstruct its body as it was when you cast this spell. The record includes the target's current Hit Points, augmentations, attribute modifiers, and any afflictions or conditions it had.

If the target dies of anything other than old age, it can recall its recorded body from the Akashic Record. This process takes 1 minute, after which time its corpse disappears, and the target instantly reappears in the recorded body in the corpse's space and with any worn equipment. It re-forms standing and can choose to pick up any equipment it dropped in the space from when it died, assuming the equipment is still there. If it can't occupy that space, it appears as close to the space as possible, though it must still retrieve its equipment. It retains its mind as it was at the time of the body's death, so it regains no expended spells, Focus Points, or uses of special abilities. Any mental effects affecting the target at the time of its death persist in its new body.

Retrieving the body from the Akashic Record or having the duration expire removes the stored information from the Akashic Record, requiring you to cast this spell again.

Casting the spell replaces any previous record you've stored with prior castings—you can store only one copy of any creature in the Akashic Record using this spell.

ALARM SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range touch; **Area** 20-foot burst

Duration 8 hours

You ward an area to alert you when creatures enter without your permission. When you cast *alarm*, select a password. Whenever a Small or larger corporeal creature enters the spell's area without speaking the password, *alarm* sends your choice of a mental alert (in which case the spell gains the mental trait) or an audible alarm with the sound and volume of a hand bell (in which case the spell gains the auditory trait). Either option automatically awakens you, and the bell allows each creature in the area to attempt a DC 15 Perception check to wake up. A creature aware of the *alarm* must succeed at a Stealth check against the spell's DC or trigger the spell when moving into the area.

Heightened (3rd) You can specify a trigger for which types of creatures sound the *alarm* spell, as described in Setting Triggers on page 301.

ANALYZE TARGET ◆◆ CANTRIP 1

CANTRIP CONCENTRATE DETECTION MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 hour

You focus on the target, gathering data as magical holograms display information. When the casting is complete, you

Akashic Revival

learn biometric information about the target, including its fingerprints, medical conditions, and other basic physiological information. You or anyone you advise about the analysis gains a +1 status bonus to checks to Impersonate the creature, to Treat Wounds on the creature, and to Recall Knowledge about it. If the target is illusory or under the effects of illusion magic, you detect this only if the effect's rank is lower than the rank of your *analyze target* spell.

Heightened (3rd) The circumstance bonus increases to +2, and you can target up to 10 creatures.

Heightened (6th) The circumstance bonus increases to +3, and you can target any number of creatures.

ANIMAL FORM ◆◆ SPELL 2

CONCENTRATE | MANIPULATE | POLYMORPH

Traditions primal

Duration 1 minute

You call upon primal energy to transform yourself into a Medium animal battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal (such as lion or snow leopard for cat), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss the spell.

You gain specific abilities based on the animal you choose:

- AC = 16 + your level. Ignore your armor's check penalty and Speed reduction.
- 5 temporary Hit Points.
- Low-light vision and imprecise scent 30 feet.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +9, and your damage bonus is +1. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack bonus is higher, you can use it instead.
- Athletics modifier of +9, unless your own is higher.

You also gain specific abilities based on the animal you choose:

- **Ape** Speed 25 feet, climb 20 feet; **Melee** ◆ fist, **Damage** 2d6 bludgeoning.
- **Bear** Speed 30 feet; **Melee** ◆ jaws, **Damage** 2d8 piercing; **Melee** ◆ claw (agile), **Damage** 1d8 slashing.
- **Bull** Speed 30 feet; **Melee** ◆ horn, **Damage** 2d8 piercing.
- **Canine** Speed 40 feet; **Melee** ◆ jaws, **Damage** 2d8 piercing.
- **Cat** Speed 40 feet; **Melee** ◆ jaws, **Damage** 2d6 piercing; **Melee** ◆ claw (agile), **Damage** 1d10 slashing.
- **Deer** Speed 50 feet; **Melee** ◆ antler, **Damage** 2d6 piercing.
- **Frog** Speed 25 feet, swim 25 feet; **Melee** ◆ jaws, **Damage** 2d6 bludgeoning; **Melee** ◆ tongue (reach 15 feet), **Damage** 2d4 bludgeoning.
- **Shark** swim 35 feet; **Melee** ◆ jaws, **Damage** 2d8 piercing; breathe underwater but not in air.
- **Snake** Speed 20 feet, climb 20 feet, swim 20 feet; **Melee** ◆ fangs, **Damage** 2d4 piercing plus 1d6 poison.

Heightened (3rd) You instead gain 10 temporary HP, AC = 17 + your level, attack modifier +14, damage bonus +5, and Athletics +14.

Heightened (4th) Your battle form is Large and your attacks have 10-foot reach. You instead gain 15 temporary HP, AC = 18 + your level, attack modifier +16, damage bonus +9, and Athletics +16.

Heightened (5th) Your battle form is Huge and your attacks have 15-foot reach. You instead gain 20 temporary HP, AC = 18 + your level, attack modifier +18, damage bonus +7 and double the number of damage dice, and Athletics +20.

ANT HAUL ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature

Duration 8 hours

You reinforce the target's musculoskeletal system to bear more weight. The target can carry 3 more Bulk than normal before becoming encumbered and up to a maximum of 6 more Bulk.

ARCTIC RIFT ◆◆ SPELL 8

COLD | CONCENTRATE | MANIPULATE

Traditions arcane, primal

Area 120-foot line

Defense Fortitude

A jagged crack opens in the air, dealing 12d8 cold damage as it draws away warmth. Each creature along the rift must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is slowed 1 until the start of your next turn.

Critical Failure The creature takes double damage, is immobilized by a layer of ice, and is slowed 1 as long as it's immobilized. The ice is an object with 60 Hit Points, Hardness 5, immunity to cold damage, and vulnerability 10 to fire. It has object immunities (page 236) and is destroyed if the target Escapes.

Heightened (+1) The damage increases by 1d8 and the ice's Hit Points increase by 5.

ATOMIC BLAST ◆◆◆ SPELL 9

CONCENTRATE | FIRE | MANIPULATE | RADIATION

Traditions arcane, primal

Range 500 feet; **Area** 100-foot burst

Defense Reflex; **Duration** 1 minute

You magically split an atom, creating an explosion with radioactive fallout. All targets in the area take 5d12 bludgeoning damage and 5d12 fire damage, and they're exposed to extreme radiation (*GM Core* 91) that uses your spellcasting DC as the Fortitude DC for radiation sickness incurred by exposure to this radiation. The onset and frequency of this magical radiation is 1 round, and the area remains radioactive for 10 minutes.

Critical Success The target is unaffected by the initial damage.

Success The target takes half damage and is dazzled for 1 minute.

Failure The target takes full damage and is blinded for 1 minute.

Critical Failure As failure, and the target takes double damage.

AUGURY SPELL 2

CONCENTRATE | MANIPULATE | PREDICTION

Traditions divine, occult

Cast 10 minutes

You gain a vague glimpse of the future. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 30 minutes into the future and reveal the GM's best guess among the following outcomes: good, bad, mixed (the results will be a mix of good and bad), and nothing (there won't be particularly good or bad results).

The GM rolls a secret DC 6 flat check. On a failure, the result is always "nothing." This makes it impossible to tell whether a "nothing" result is accurate. If anyone asks about the same topic as the first casting of *augury* during an additional casting, the GM uses the secret roll result from the first casting. If circumstances change, though, it's possible to get a different result.

AVATAR ◆◆ SPELL 10

CONCENTRATE | MANIPULATE | POLYMORPH

Traditions divine

Duration 1 minute

You transform into an avatar of your deity, assuming a Huge battle form. You have hands in this battle form and can take manipulate actions. You can Dismiss this spell.

You gain the following statistics and abilities regardless of which deity's battle form you assume.

- AC = 25 + your level. Ignore your armor's check penalty and Speed reduction.
- 30 temporary Hit Points.
- Darkvision.
- Cosmic trait.
- One or more attacks specific to your deity's battle form, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +33, and you use the listed damage. Melee attacks are Strength based (for the purposes of the enfeebled condition, for example) unless they have the finesse trait, and all ranged attacks are Dexterity based.
- Athletics modifier of +35, unless your own is higher.

You also gain the specific abilities listed for your deity below.

- **Abadar** Speed 50 feet, burrow 30 feet, immune to immobilized; **Ranged** ◆ crossbolter (range increment 120 feet, reload 1), **Damage** 6d10+3 piercing.
- **Besmara** Speed 40 feet, swim 70 feet, immune to immobilized; **Melee** ◆ rapier (deadly 3d8, disarm, finesse, reach 15 feet), **Damage** 6d6+6 piercing; **Ranged** ◆ breaching gun (range 120 feet), **Damage** 6d6+3 piercing.

- **Damoritosh** Speed 70 feet, immune to immobilized; **Melee** ◆ doshko (reach 15 feet, sweep), **Damage** 6d12+6 slashing; **Ranged** ◆◆ machine gun (analog, automatic, range 80 feet), **Damage** 6d6+3 piercing.
- **The Devourer** Speed 50 feet, burrow 30 feet, immune to immobilized; **Melee** ◆ jaws (reach 15 feet), **Damage** 6d12+6 piercing; **Melee** ◆ disintegration tendril (agile, reach 20 feet, versatile P), **Damage** 6d8+6 acid.
- **Eloritu** Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ◆ singing spear (reach 20 feet, versatile P), **Damage** 6d6+3 sonic; **Ranged** ◆ singing spear (thrown 40 feet), **Damage** 3d8+1 piercing plus 3d8+1 sonic.
- **Hylax** Speed 70 feet, fly 70 feet, thoughtsense (precise) 60 feet; **Melee** ◆ talon (reach 15 feet, versatile S), **Damage** 6d8+6 acid; **Ranged** ◆ pacifying buzz (nonlethal, range 60 feet), **Damage** 6d6+3 mental.
- **Ibra** Speed 30 feet, fly 70 feet, ignore hazardous terrain; **Melee** ◆ inscrutable touch (caster, finesse, reach 15 feet), **Damage** 6d6+3 fire; **Ranged** ◆ plasma blast (range 100 feet), **Damage** 6d8+3 fire plus 2d8 persistent electricity.
- **Lambatuin** Speed 70 feet, fly 70 feet; **Melee** ◆ polyglove (powered, professional [Computers], reach 15 feet, tech), **Damage** 6d8+6 electricity; **Area Fire** ◆◆ polyphonic jolt (30-foot cone, unwieldy), **Damage** 6d6+3 electricity.
- **Lao Shu Po** Speed 70 feet, climb 70 feet, immune to frightened; **Melee** ◆ bite (reach 15 feet), **Damage** 6d8+6 piercing; **Area Fire** ◆◆ nightmare rat swarm (30-foot burst, range 120 feet), **Damage** 4d6+4 piercing plus 2d6 mental.
- **Lissala** Speed 70 feet, fly 70 feet, immune to emotion effects; **Melee** ◆ whip (disarm, finesse, nonlethal, reach 10 feet, trip), **Damage** 6d8+6 slashing; **Ranged** ◆ aeon rifle (aeon, caster, range 120 feet), **Damage** 6d6+4 fire.
- **Meyel** Speed 70 feet, fly 70 feet, immune to slow and stunned; **Melee** ◆ battle ribbon (analog, finesse, reach 20 feet, trip), **Damage** 6d8+6 slashing; **Area Fire** ◆◆ fury storm (area, burst, 30 feet), **Damage** 6d6+4 electricity.
- **The Newborn** no land Speed, fly 70 feet, immune to mental effects; **Ranged** ◆ planetary debris (range 120 feet), **Damage** 6d10 void.
- **Oras** Speed 50 feet, burrow 30 feet, fly 50 feet, swim 50 feet; **Melee** ◆ tentacle (agile, finesse, reach 20 feet, versatile S), **Damage** 6d6 bludgeoning; **Ranged** ◆ virulent protoslime (range 120 feet), **Damage** 6d6+3 poison.
- **Pharasma** Speed 70 feet, fly 70 feet; **Melee** ◆ dagger (agile, finesse, reach 15 feet, thrown 40 feet, versatile S), **Damage** 6d6+6 piercing; **Ranged** ◆ spiral blast (damages only undead, range 120 feet), **Damage** 6d8+3 vitality.
- **Talavet** Speed 70 feet, fly 70 feet; **Melee** ◆ puzzleblade (analog, breakdown, reach 15 feet), **Damage** 6d6+3 slashing; **Ranged** ◆ hearth blaze (fire, range 120 feet), **Damage** 6d6+3 fire.
- **Triune** Speed 70 feet, character and gear are immune to glitching; **Melee** ◆ shock pad (nonlethal, reach 15 feet), **Damage** 6d6+6 electricity; **Ranged** ◆ logic blast (range 120 feet), **Damage** 6d6+3 mental.
- **Urgathoa** Speed 70 feet, fly 70 feet; **Melee** ◆ scythe (deadly 3d10, reach 15 feet, trip), **Damage** 6d10+6 slashing; **Ranged** ◆ pallid bolt (range 120 feet), **Damage** 6d6+3 void.
- **Weydan** Speed 70 feet, fly 70 feet, immune to immobilized; **Melee** ◆ battle glove (agile, freehand), **Damage** 6d4+6 bludgeoning; **Ranged** ◆ laser rifle (range 100 feet), **Damage** 6d8+6 fire.
- **Yaraesa** Speed 30 feet, fly 70 feet, +4 status bonus to saves against mental effects; **Melee** ◆ overwhelming touch (agile), **Damage** 6d6+4 mental; **Ranged** ◆ seeker rifle (range 120 feet), **Damage** 6d10+2 piercing.
- **Zon-Shelyn** Speed 70 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ◆ painglaive (deadly 3d8, reach 20 feet), **Damage** 6d8+6 slashing; **Ranged** ◆ tortured opus (nonlethal, range 120 feet), **Damage** 3d6+1 sonic plus 3d6+1 mental.

BANE ◆◆ SPELL 1

AURA | CONCENTRATE | MANIPULATE | MENTAL

Traditions divine, occult

Area 10-foot emanation

Defense Will; **Duration** 1 minute

You fill the minds of your enemies with doubt. Enemies in the area must succeed at a Will save or take a –1 status penalty to attack rolls as long as they are in the area. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet and force enemies in the area that weren't yet affected to attempt another saving throw. *Bane* can counteract *bless*.

BANISHMENT ◆◆ SPELL 5

CONCENTRATE | INCAPACITATION | MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature that isn't on its home plane

Defense Will

You send the target back to its home plane. The target must attempt a Will save. You can spend an extra action while Casting this Spell and add a cost to the spell to give the creature a –2 circumstance penalty to its save. The cost must be a specially gathered object that is anathema to the creature. This spell fails if you aren't on your home plane when you cast it.

Critical Success The target resists being banished and you are stunned 1.

Success The target resists being banished.

Failure The target is banished.

Critical Failure The target is banished and can't return by any means to the plane it's banished from for 1 week.

Heightened (9th) You can target up to 10 creatures. The extra cost affects targets to which it is anathema.

BATTLE SONATA ◆◆ SPELL 4

CONCENTRATE | MANIPULATE | SONIC

Traditions divine, occult

Area 15-foot cone

Defense Will

This spell was composed by pahtra battle singers of Pulonis to amplify a dissonant song into a deadly wave that deals 4d10 sonic damage. Each creature must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage, is deafened for 1 minute, and becomes stunned 1.

Heightened (+1) The damage increases by 1d10.

BIND UNDEAD ◆◆ SPELL 3

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 mindless undead creature with a level no greater than *bind undead*'s spell rank

Duration 1 day

With a word of power, you seize control of the target. It gains the minion trait. If you or an ally uses any hostile actions against the target, the spell ends.

BLAZING BOLT ◆ TO ◆◆◆ SPELL 2

ATTACK | CONCENTRATE | FIRE | MANIPULATE

Traditions arcane, primal

Range 60 feet; **Targets** 1 or more creatures

Defense AC

You fire a ray of heat and flame. Make a spell attack roll against a single creature. On a hit, the target takes 2d6 fire damage, and on a critical hit, the target takes double damage.

For each additional action you use when Casting the Spell, you can fire an additional ray at a different target, to a maximum of three rays targeting three different targets for 3 actions. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make all the spell attack rolls for *blazing bolt*. If you spend 2 or more actions Casting the Spell, the damage increases to 4d6 fire damage on a hit, and it still deals double damage on a critical hit.

Heightened (+1) The damage to each target increases by 1d6 for the 1-action version, or by 2d6 for the 2- and 3-action versions.

BLESS ◆◆ SPELL 1

AURA | CONCENTRATE | MANIPULATE | MENTAL

Traditions divine, occult

Area 15-foot emanation

Duration 1 minute

Blessings from beyond help your companions strike true. You and your allies gain a +1 status bonus to attack rolls while within the emanation. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet. *Bless* can counteract *bane*.

BLINDNESS ◆◆ SPELL 3

CONCENTRATE | INCAPACITATION | MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude

You blind the target. The effect is determined by the target's Fortitude save. The target then becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target is blinded until its next turn begins.

Failure The target is blinded for 1 minute.

Critical Failure The target is blinded permanently.

BLUR ◆◆ SPELL 2

CONCENTRATE | ILLUSION | MANIPULATE | VISUAL

Traditions arcane, occult

Range touch; **Targets** 1 creature

Duration 1 minute

The target's form appears blurry. It becomes concealed. As the nature of this effect still leaves the target's location obvious, the target can't use this concealment to Hide or Sneak.

BREATH OF LIFE ⤾ SPELL 5

CONCENTRATE | HEALING | VITALITY

Traditions divine

Trigger A living creature within range would die.

Range 60 feet; **Targets** the triggering creature

Your blessing revives a creature at the moment of its death. You prevent the target from dying and restore 5d8 Hit Points to the target. You can't use *breath of life* if the triggering effect was a death effect or an effect that leaves no remains, such as *disintegrate*.

Heightened (+2) The healing increases by 1d8.

BREATHE FIRE ◆◆ SPELL 1

CONCENTRATE | FIRE | MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense basic Reflex

A gout of flame sprays from your mouth. You deal 2d6 fire damage to creatures in the area with a basic Reflex save.

Heightened (+1) The damage increases by 2d6.

CAIRN FORM ◆ SPELL 4

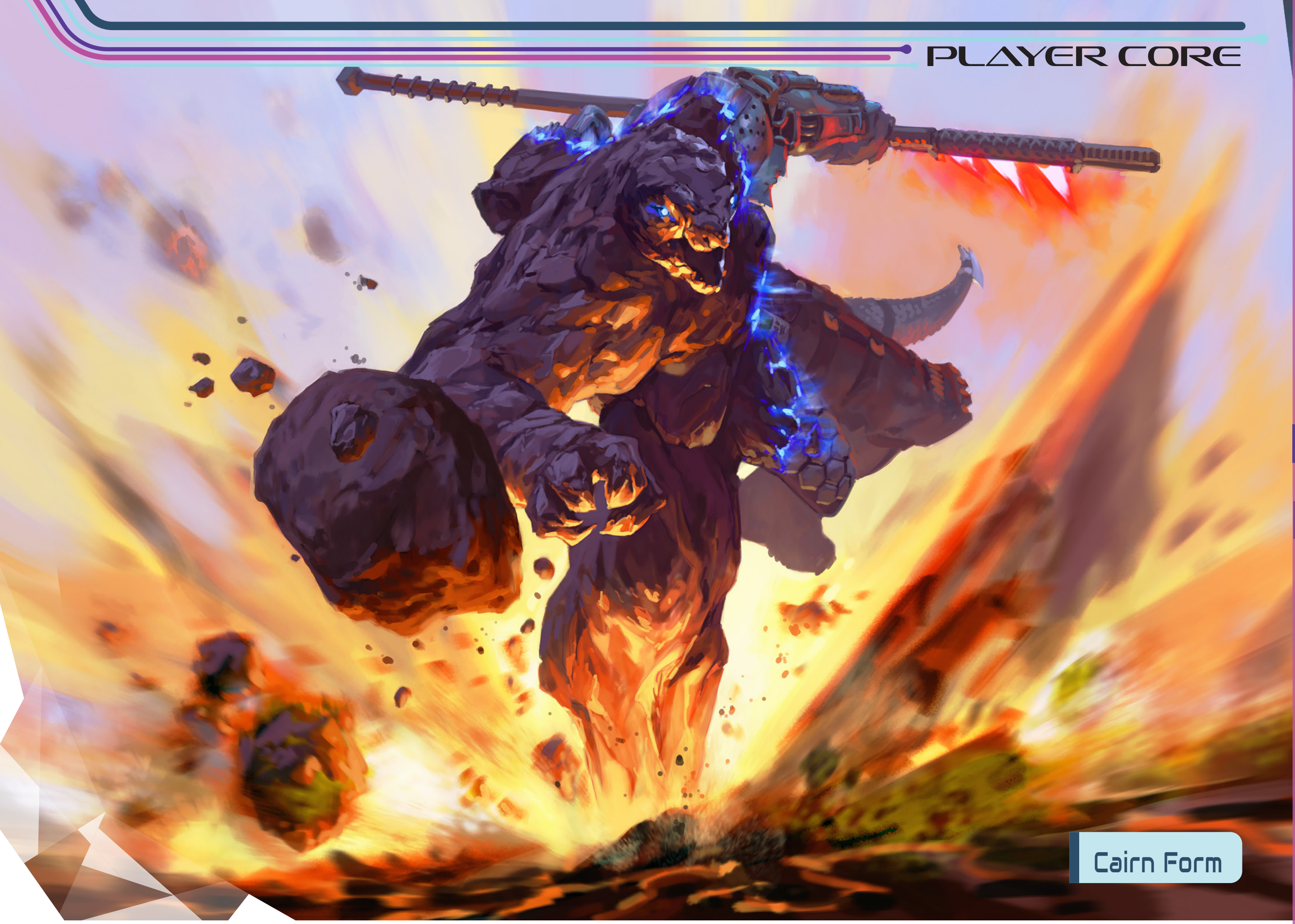
CONCENTRATE | EARTH | MANIPULATE | MORPH

Traditions arcane, primal

Range touch; **Targets** 1 creature

Duration 1 minute

Your target's skin becomes a thick carapace of solid stone, granting resistance 5 to physical damage, except adamantine. The target gains a fist unarmed attack that deals 2d6 bludgeoning damage. The target uses their highest weapon or unarmed attack proficiency with these attacks, and if they have weapon specialization or greater weapon specialization, they add this damage as well. On a critical hit with one of these unarmed attacks, the creature



Cairn Form

struck must succeed at a Fortitude save against the target's class DC or become stunned 1 for 1 round.

Heightened (6th) The resistance increases to 10, and the damage dealt by the attacks increases to 3d6.

Heightened (10th) The resistance increases to 20, and the damage dealt by the attacks increases to 4d6.

CALL COSMOS ◆◆ SPELL 9

COLD CONCENTRATE FIRE MANIPULATE

Traditions divine, primal

Range 500 feet; **Area** 20-foot radius, 40-foot tall cylinder

Defense basic Reflex; **Duration** 1 minute

You reach into the void and call down a vertical column of dangerous cosmic material that rains destruction upon creatures in the area and shrouds the terrain around it in a swirl of stardust. This matter is made up of bits of burning stars and chunks of frozen comets, and it deals 5d12 cold damage and 5d12 fire damage to every creature in the area when you Cast the Spell. For the spell's duration, the cosmic material reduces visibility and mobility, making the area greater difficult terrain and making everything seen within or through the area concealed.

Heightened (10th) The cold and fire damage each increase by 2d12.

CALM ◆◆ SPELL 2

CONCENTRATE EMOTION INCAPACITATION MANIPULATE MENTAL

Traditions divine, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

You forcibly calm creatures in the area, soothing them into a nonviolent state; each creature must attempt a Will save.

Critical Success The creature is unaffected.

Success Calming urges impose a –1 status penalty to the creature's attack rolls.

Failure Any emotion effects that would affect the creature are suppressed and the creature can't use hostile actions. If the target is subject to hostility from any other creature, it ceases to be affected by *calm*.

Critical Failure As failure, but hostility doesn't end the effect.

CARCINIZATION ◆◆ SPELL 5

INCAPACITATION MANIPULATE POLYMORPH

Traditions primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** 1 minute

You manipulate the target's genetic code and accelerate the inevitable, pressuring the target to undergo carcinization and become a crab. A willing target fully transforms into a crab, as if it had cast *animal form* heightened to the same rank as this spell and using the following statistics.

- **Crab** Speed 25 feet, swim 15 feet; **Melee** ◆ big claw, **Damage** 2d8 piercing; **Melee** ◆ claw (agile), **Damage** 2d4 piercing. Can breathe air and water.

Unwilling targets must instead attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target's body gains minor features of a crab, its appendages turning into claws and causing it to become clumsy 1.

Failure The target transforms into a partial crab-like being, becoming clumsy 1, stupefied 1, and sickened 1.

Critical Failure The target is transformed into a partial crab-like being and becomes clumsy 2, stupefied 2, and sickened 2.

CATACLYSM ◆◆ SPELL 10

ACID | AIR | COLD | CONCENTRATE | EARTH | ELECTRICITY | FIRE | MANIPULATE | WATER

Traditions arcane, primal

Range 1,000 feet; **Area** 60-foot burst

Defense basic Reflex

You call upon the unimaginable power of world-ending cataclysms, ripping a small piece of each cataclysm and combining them together into one horrifically powerful attack. The following effects come down upon all creatures in the area. Treat the resistances of creatures in the area as if they were 10 lower for the purpose of determining the cataclysm's damage. Each creature attempts one basic Reflex save that applies to all five types of damage.

- Flesh-dissolving acid rain deals 3d10 acid damage.
- A roaring earthquake shakes and bludgeons creatures on the ground, dealing 3d10 bludgeoning damage.
- A blast of freezing wind deals 3d10 cold damage.
- Incredible lightning lashes the area, dealing 3d10 electricity damage.
- Beating winds churn across the sky, dealing 3d10 bludgeoning damage to creatures flying in the area.
- An instant tsunami sweeps over creatures in the area, dealing 3d10 bludgeoning damage (doubled for creatures swimming in the area).
- A massive wildfire burns in a sudden inferno, dealing 3d10 fire damage.

CAUSTIC BLAST ◆◆ CANTRIP 1

ACID | CANTRIP | CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 5-foot burst

Defense basic Reflex

You fling a large glob of acid that immediately detonates, spraying nearby creatures. Creatures in the area take 1d8 acid damage with a basic Reflex save; on a critical failure, the creature also takes 1 persistent acid damage.

Heightened (+2) The initial damage increases by 1d8, and the persistent damage on a critical failure increases by 1.

CAUSTIC CONVERSION ◆◆ SPELL 2

ACID | ATTACK | CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature

Defense AC

You launch a torrent of magical nanites that begin dissolving your target. Make a ranged spell attack against the target. On a hit, you deal 3d8 acid damage plus 1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage.

Heightened (+2) The initial damage increases by 2d8, and the persistent acid damage increases by 1d6.

CELLULAR STIMULANT ◆ SPELL 1

CONCENTRATE | MANIPULATE | VITALITY

Traditions arcane, primal

Range 120 feet; **Targets** 1 willing living creature that isn't fatigued or quickened

Duration 1 round

You vitalize and stimulate the target at a cellular level, giving it a temporary burst of energy that unfortunately takes an exhausting toll. The target gains the quickened condition and can use the extra action to Stride or Strike. After that round ends, the target becomes fatigued until it can rest for 10 minutes.

Heightened (6th) You can target up to six creatures by using 2 actions to Cast this Spell.

CHAIN LIGHTNING ◆◆ SPELL 6

CONCENTRATE | ELECTRICITY | MANIPULATE

Traditions arcane, primal

Range 500 feet; **Targets** 1 creature, plus any number of additional creatures

Defense basic Reflex

You discharge a powerful bolt of lightning at the target, dealing 8d12 electricity damage. The target must attempt a basic Reflex save. The electricity then arcs to another creature within 30 feet of the first target, jumps to another creature within 30 feet of that target, and so on. You can end the chain at any point. You can't target the same creature more than once, and you must have line of effect to all targets. Roll the damage only once and apply it to each target (halving or doubling as appropriate for its saving throw outcome). The chain ends if any one of the targets critically succeeds at its save.

Heightened (+1) The damage increases by 1d12.

CHARM ◆◆ SPELL 1

CONCENTRATE | EMOTION | INCAPACITATION | MANIPULATE | MENTAL | SUBTLE

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 hour

To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

Critical Success The target is unaffected and aware you tried to charm it.

Success The target is unaffected but thinks your spell was something harmless instead of *charm*, unless it identifies the spell (see Identifying Spells on page 301).

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.

Critical Failure The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

Heightened (4th) The duration lasts until your next daily preparations.

Heightened (8th) The duration lasts until your next daily preparations, and you can target up to 10 creatures.

CHILLING DARKNESS ◆◆ SPELL 3

ATTACK COLD CONCENTRATE DARKNESS MANIPULATE UNHOLY

Traditions divine

Range 120 feet; **Targets** 1 creature

Defense AC

You shoot an utterly cold ray of darkness tinged with unholy energy. Make a ranged spell attack. The ray deals 5d6 cold damage. If the target has the holy trait, you deal an extra 5d6 spirit damage.

Critical Success The target takes double damage.

Success The target takes full damage.

If the ray passes through an area of magical light or targets a creature affected by magical light, *chilling darkness* attempts to counteract the light. If you need to determine whether the ray passes through an area of light, draw a line between yourself and the spell's target.

Heightened (+1) The cold damage increases by 2d6, and the spirit damage against holy creatures increases by 2d6.

CHRONO PUSH ◆◆ SPELL 5

ATTACK CONCENTRATE FORCE MANIPULATE

Traditions occult

Range 500 feet; **Targets** 1 creature

Defense AC and basic Reflex

You push a creature across the battlefield so hard it slides through time. Make a ranged spell attack. On a hit, you knock the target back 15 feet in a straight line (30 feet on a critical hit). If the pushed creature makes contact with a solid barrier or another creature, its movement ends. At the end of this movement, the creature reenters the flow of time with a burst of temporal energy. The target and creatures now adjacent to the target take 7d8 force damage with a basic Reflex save.

Heightened (+1) The force damage increases by 1d8.

CLAIRAUDIENCE SPELL 3

CONCENTRATE MANIPULATE SCRYING

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration 10 minutes

You create an invisible floating ear at a location within range (even if it's outside your line of sight or line of effect). It can't move, but you can hear through the ear as if using your normal auditory senses.

CLAIRVOYANCE SPELL 4

CONCENTRATE MANIPULATE SCRYING

Traditions arcane, occult

Cast 1 minute

Range 500 feet

Duration 10 minutes

You create an invisible floating eye at a location within range (even if it's outside your line of sight or line of effect). The eye can't move, but you can see in all directions from that point as if using your normal visual senses.

CLEANSE AFFLICTION ◆◆ SPELL 2

CONCENTRATE HEALING MANIPULATE

Traditions divine, occult, primal

Range touch; **Targets** 1 willing creature

Gentle restorative magic pushes back the effects of toxins and more complex maladies. Choose an affliction on the target, such as a curse, disease, or poison. If it has advanced past stage one, reduce the stage by one. This reduction can be applied only once to a given case of an affliction, with the case ending when it's completely cured. Although the reduction can't occur again, heightened versions of this spell attempt to counteract with each casting.

Heightened (3rd) Attempt to counteract the affliction (page 301) if it is a disease or poison.

Heightened (4th) Attempt to counteract the affliction if it is a curse, disease, or poison.

CLEANSE CUISINE ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions divine, primal

Range 10 feet; **Area** 1 cubic foot

You transform all food and beverages in the area into delicious fare, changing water into wine or another fine beverage, or enhancing the food's taste and ingredients to make it a gourmet treat. You can also choose to remove all toxins and contaminations from the food. This spell doesn't prevent future contamination, natural decay, or spoilage, nor does it make the food any more nutritious.

Heightened (+2) Add another cubic foot to the area, which must be contiguous with the rest.

CLEAR MIND ◆◆ SPELL 2

CONCENTRATE HEALING MANIPULATE MENTAL

Traditions divine, occult, primal

Range touch; **Targets** 1 willing creature

You drive mental contamination from the target's mind. Attempt to counteract (page 423) an effect of your choice imposing one of these conditions on the target: fleeing, frightened, and stupefied. If you failed to counteract the effect but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed. This spell can't counteract or suppress conditions that are part of curses, diseases, or a natural state of the target.

Heightened (4th) Add confused, controlled, and slowed to the list of conditions.

Heightened (6th) Add doomed to the list of conditions.

Heightened (8th) Add stunned to the list of conditions.

COMMAND ◆◆ SPELL 1

AUDITORY CONCENTRATE LINGUISTIC MANIPULATE MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** until the end of the target's next turn

You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Success The creature is unaffected.

Failure The creature must spend the first action on its next turn to obey your command.

Critical Failure The target must use all its actions on its next turn to obey your command.

Heightened (5th) You can target up to 10 creatures.

CONFUSION ◆◆ SPELL 4

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You befuddle your target with strange impulses, causing it to act randomly. The effects are determined by the target's Will save. You can Dismiss the spell.

Critical Success The target is unaffected.

Success The target babbles incoherently and is stunned 1.

Failure The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confusion.

Critical Failure The target is confused for 1 minute, with no save to end early.

Heightened (8th) You can target up to 10 creatures.

CONTINGENCY SPELL 7

CONCENTRATE MANIPULATE

Traditions arcane

Cast 10 minutes

Duration until your next daily preparations

You prepare a spell that will trigger later. While casting *contingency*, you also cast another spell of 4th rank or lower with a casting time of no more than 3 actions. This companion spell must be one that can affect you. You must make any decisions for the spell when you cast *contingency*, such as choosing a damage type for *resist energy*. During the casting, choose a trigger under which the spell will be cast, using the same restrictions as for the trigger of a Ready action. Once *contingency* is cast, you can cause the companion spell to come into effect as a reaction with that trigger. It affects only you, even if it would affect more creatures. If you define complicated conditions, as determined by the GM, the trigger might fail. If you cast *contingency* again, the newer casting supersedes the older.

Heightened (8th) You can choose a spell of 5th rank or lower.

Heightened (9th) You can choose a spell of 6th rank or lower.

Heightened (10th) You can choose a spell of 7th rank or lower.

CONTROL MACHINE ◆◆ SPELL 5

UNCOMMON CONCENTRATE INCAPACITATION MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature or hazard with the tech trait

Defense Will; **Duration** until the next time you make your daily preparations

You take control of a technological creature or object and command it telepathically. If you issue an obviously self-destructive order to a sapient target, the target doesn't act until you issue a new order. The effect depends on its Will save.

Critical Success The target is unaffected.

Success The target is stunned 1 as it fights off your commands.

Failure You control the target. It gains the controlled condition, but it can attempt a Will save at the end of each of its turns. On a success, the spell ends.

Critical Failure As a failure, but the target receives a new save only if it's sapient and you give it a new order that's against its nature, such as killing its allies.

Heightened (10th) The duration is unlimited.

CORROSIVE HAZE ◆◆ SPELL 6

ACID CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Fortitude; **Duration** sustained up to 1 minute

You unleash a cloud of corrosive nanites. Creatures that start their turn in the area take 6d8 acid damage and 1d6 persistent acid damage with a basic Fortitude save. The nanites also corrode any unattended objects in the area, dealing 3d8 acid damage. Each round you Sustain the spell, you can move the cloud up to 10 feet in any direction. You can Dismiss the spell.

Heightened (+1) The initial damage increases by 1d8, and the persistent acid damage increases by 1d6.

COZY CRASHPAD SPELL 3

CONCENTRATE MANIPULATE METAL

Traditions arcane, occult

Cast 1 minute

Range 30 feet

Duration 12 hours

You shape a shack 20 feet on each side and 10 feet high. This shack has the structure trait and the same restrictions as magic items that create structures. The walls of the cottage are simple and metal, with small, metal shuttered windows, and it has one metal door. It doesn't include its own lock, but it has a fastener to which a lock can be applied.

The interior contains three cots, one toilet, and a small stove powered by magic. The interior is lit with a small magical light that you can light or extinguish at will using a Sustain action. The climate inside the shack is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane force or greater destroy the cottage. Other creatures can freely enter and exit the shack without damaging it, but if you exit the shack, the spell ends. You can Dismiss the spell.

CREATE FOOD SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, primal
Cast 1 hour
Range 30 feet

You create enough food to feed six Medium creatures for a day. This food is bland and unappealing, but it is nourishing. After 1 day, if no one has eaten the food, it decays and becomes inedible. Most Small creatures eat one-quarter as much as a Medium creature (one-sixteenth as much for most Tiny creatures), and most Large creatures eat 10 times as much (100 times as much for Huge creatures and so on).

Heightened (4th) You can feed 12 Medium creatures.
Heightened (6th) You can feed 50 Medium creatures.
Heightened (8th) You can feed 200 Medium creatures.

CREATE WATER ◆◆ SPELL 1

CONCENTRATE MANIPULATE WATER

Traditions arcane, divine, primal
Range 0 feet

As you cup your hands, water begins to flow forth from them. You create 2 gallons of water. If no one drinks it, it evaporates after 1 day.

CREATION SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, primal
Cast 1 minute
Range 0 feet
Duration 1 hour

You conjure a temporary object from magical energy. It must consist of earthen or plant-derived matter (such as wood, paper, brick, or stone) and be 5 cubic feet or smaller. It can't rely on intricate artistry or complex moving parts, never fulfills a cost or the like, and can't be made of precious materials or materials with a rarity of uncommon or higher. It is obviously temporarily conjured, and thus can't be sold or passed off as a genuine item. The spell gains the appropriate trait for the item created, typically earth, plant, or wood.

Heightened (5th) The item is metal and can include common minerals, like feldspar or quartz. The spell gains the metal trait if used to create a metal object.

CRISIS OF FAITH ◆◆ SPELL 3

CONCENTRATE MANIPULATE MENTAL

Traditions divine
Range 30 feet; **Targets** 1 creature
Defense Will

You assault the target's faith, riddling the creature with doubt and mental turmoil that deal 6d6 mental damage, or 6d8 mental damage if it can cast divine spells. The effects are determined by its Will save.

Critical Success The target is unaffected.
Success The target takes half damage.
Failure The target takes full damage; if the target can cast divine spells, it's stupefied 1 for 1 round.
Critical Failure The target takes double damage, is stupefied 1 for 1 round, and can't cast divine spells for 1 round.

To many deities, casting this spell on a follower of your own deity without significant cause is anathema.

Heightened (+1) The damage increases by 2d6 (or by 2d8 if the target is a divine spellcaster).

CURSED METAMORPHOSIS ◆◆ SPELL 6

CONCENTRATE CURSE INCAPACITATION MANIPULATE POLYMORPH

Traditions arcane, occult, primal
Range 30 feet; **Targets** 1 creature
Defense Fortitude; **Duration** varies

You transform the target creature into a harmless animal appropriate to the area, with effects based on its Fortitude save.

Critical Success The target is unaffected.
Success The target's body gains minor features of the harmless animal. Its insides churn as they partially transform, causing it to be sickened 1. When it recovers from the sickened condition, its features revert to normal.
Failure The target transforms for 1 minute but keeps its mind. If it spends all its actions on its turn concentrating on its original form, it can attempt a Will save to end the effect immediately.
Critical Failure The target is transformed into the chosen harmless animal, body and mind, for an unlimited duration.

DARKNESS ◆◆◆ SPELL 2

CONCENTRATE DARKNESS MANIPULATE

Traditions arcane, divine, occult, primal
Range 120 feet; **Area** 20-foot burst
Duration 1 minute

You create a shroud of darkness that prevents light from penetrating or emanating within the area. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the *darkness*. This also suppresses magical light of your *darkness* spell's rank or lower. Light can't pass through, so creatures in the area can't see outside. From outside, it appears as a globe of pure darkness.

Heightened (4th) Even creatures with darkvision (but not greater darkvision) can barely see through the darkness. They treat targets seen through the darkness as concealed.

DARKVISION ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal
Duration 1 hour

You grant yourself supernatural sight in areas of darkness. You gain darkvision.

Heightened (3rd) The spell's range is touch and it targets 1 willing creature.

Heightened (5th) The spell's range is touch and it targets 1 willing creature. The duration is until your next daily preparations.

DAZE ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE MENTAL NONLETHAL

Traditions arcane, divine, occult

Range 60 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round

You push into the target's mind and daze it with a mental jolt. The jolt deals 1d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

Heightened (+2) The damage increases by 1d6.

DEAFNESS ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude

The target loses its hearing. It must attempt a Fortitude save, and it is then temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target is deafened for 1 round.

Failure The target is deafened for 10 minutes.

Critical Failure The target is deafened permanently.

DEATH SENTENCE ◆◆ SPELL 7

AUDITORY CONCENTRATE DEATH INCAPACITATION SPIRIT

Traditions divine, primal

Range 30 feet; **Targets** 1 creature

Defense basic Will

You draw a line of universal condemnation and judge the target unfit to exist. The target takes 11d10 spirit damage with a basic Will save. On a failure, the creature also believes it's been imprisoned as it awaits punishment and becomes paralyzed for 1 round (or paralyzed for 2 rounds on a critical failure).

Heightened (+1) The damage increases by 1d10.

DELETE ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 dataset or tech item with the tracking trait

You delete data from a device or object with a flamboyant magical gesture. This data might be handwritten, printed, or digital. You delete up to 1,500 words' worth of text, one page of content, or one display screen worth of text or other visual information. Non-magical writing in or on an unattended or held object is automatically deleted. Attempt a counteract check to delete digital or magical writing. If you fail to delete writing that's part of a hazard, you trigger the hazard. This can't be used to delete the contents of a spellbook or similar means of storing magical formulas or spells.

If you target an attended tech item with the tracking trait, attempt a counteract check. On a success, the item becomes glitching 1. A creature holding the item can Interact to restart the software, reducing the glitching value by 1.

Heightened (7th) You can delete all the data stored locally on a single device or book, or all the data on a device or book related to a specific name, topic, or category.

DESICCATE ◆◆ SPELL 8

CONCENTRATE MANIPULATE VOID

Traditions arcane, primal

Range 500 feet; **Targets** any number of living creatures

Defense basic Fortitude

You pull the moisture from the targets' bodies, dealing 10d10 void damage. Creatures made of water (such as water elementals) and plant creatures use the outcome for one degree of success worse than the result of their saving throw. Creatures whose bodies contain no significant moisture (such as earth elementals) are immune to *desiccate*.

Heightened (+1) The damage increases by 1d10.

DETECT MAGIC ◆◆ CANTRIP 1

CANTRIP CONCENTRATE DETECTION MANIPULATE

Traditions arcane, divine, occult, primal

Area 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

Heightened (3rd) You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM.

Heightened (4th) As 3rd rank, but you also pinpoint the source of the highest-rank magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

DETECT POISON ◆◆ SPELL 1

UNCOMMON CONCENTRATE DETECTION MANIPULATE

Traditions divine, primal

Range 30 feet; **Targets** 1 object or creature

You detect whether a creature is venomous or poisonous, or if an object is poison or has been poisoned. You do not ascertain whether the target is poisonous in multiple ways, nor do you learn the type or types of poison. Certain substances, like lead and alcohol, are poisons and so mask other poisons.

Heightened (2nd) You learn the number and types of poison.

DETECT SCRYING ◆◆ SPELL 4

UNCOMMON CONCENTRATE DETECTION MANIPULATE

Traditions arcane, occult

Area 30-foot emanation
Duration 1 hour

By reading trace auras, you detect the presence of scrying effects in the area. If *detect scrying* is higher rank than a scrying effect, you gain a glimpse of the scrying creature and learn its approximate distance and direction.

Heightened (6th) The duration is until your next daily preparations.

DETECT THOUGHTS ◆◆ SPELL 2

CONCENTRATE | MANIPULATE | MENTAL

Traditions divine, occult
Area 30-foot emanation
Defense Will

You sense the presence of thinking creatures around you. You detect the presence or absence of thoughts from conscious creatures that have Intelligence modifiers of –3 or higher. You can choose to ignore the thoughts of creatures you're familiar with so they don't interfere with your detection of other thoughts. The spell can penetrate some barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of metal, a thin sheet of lead, or any force barrier blocks it. Creatures who are immune to mental effects are immune to detection by this spell.

Heightened (4th) You detect the number of thinking minds and whether or not the creatures are telepathic. Creatures with telepathy have louder thoughts than creatures who don't have telepathy and might be able to sense your intrusion, at the GM's discretion.

DISAPPEARANCE ◆◆ SPELL 8

ILLUSION | MANIPULATE | SUBTLE

Traditions arcane, occult
Range touch; **Targets** 1 creature
Duration 10 minutes

You shroud a creature from others' senses. The target becomes undetected, not just to sight but to all senses, allowing the target to count as invisible no matter what precise and imprecise senses an observer might have. It's still possible for a creature to find the target by Seeking, looking for disturbed dust, hearing gaps in the sound spectrum, or finding some other way to discover the presence of an otherwise-undetectable creature.

DISCHARGE ◆◆ SPELL 3

CONCENTRATE | ELECTRICITY | MANIPULATE

Traditions arcane, primal
Range 30 feet; **Targets** 1 creature or object with the tech trait
Defense Will

You ignite a sudden spark of electricity that surges into a technological creature or object. You de-energize an item with the tech trait or disrupt a creature with the tech trait, with effects based on the target being a creature or object.

- **Creature** If your target is a creature with the tech trait, it attempts a Will save. On a failure, the creature is glitching 1; on a critical failure, the creature is glitching 2.
- **Object** If you target an attended object, the creature with the object attempts a Will save. On a success, the object loses half of its maximum charges. On a failure, or if you target an unattended object, the object loses all its remaining charges.

DISGUISE MAGIC SPELL 1

CONCENTRATE | ILLUSION | MANIPULATE

Traditions arcane, occult
Cast 1 minute
Range 30 feet; **Targets** 1 item or spell effect
Duration until your next daily preparations

You alter how an item's or spell's magical aura appears to effects like *detect magic*. You can hide the auras entirely, have an item register as a common item of lower level, or make a spell register as a common spell of the same or lower rank. You can Dismiss the spell.

A caster using *detect magic* or *read aura* of a higher rank than *disguise magic* can attempt to disbelieve the illusion using the skill matching the tradition of the spell (Arcana for arcane, Religion for divine, Occultism for occult, or Nature for primal). Further attempts by the same caster get the same result as the initial check to disbelieve.

Heightened (2nd) You can Cast this Spell on a creature, disguising all items and spell effects on it.

DISINTEGRATE ◆◆ SPELL 6

ATTACK | CONCENTRATE | MANIPULATE

Traditions arcane
Range 120 feet; **Targets** 1 creature, unattended object, or force construct
Defense AC and basic Fortitude

A black tracer bolt flies toward your target, and upon making contact intensifies into a powerful destructive beam. Make a spell attack against the target. If you hit an object or force construct (such as a *wall of force*), it's destroyed with no save unless it's an artifact or similarly powerful. A single casting can destroy no more than a 10-foot cube of matter.

If you hit a creature, it takes 12d10 damage (no damage type) with a basic Fortitude save. If you critically hit, the target gets a result one degree of success worse than the outcome of its Fortitude save. A creature reduced to 0 HP is blasted to fine powder; its gear remains.

Heightened (+1) The damage increases by 2d10.

DISPEL MAGIC ◆◆ SPELL 2

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal
Range 120 feet; **Targets** 1 spell effect or unattended magic item

You unravel the magic behind a spell or effect. Attempt a counteract check against the target (page 301). If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

DISPELLING GLOBE ◆◆ SPELL 4

UNCOMMON | CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult

Area 10-foot burst centered on one corner of your space

Duration 10 minutes

You create an immobile globe around yourself. It attempts to counteract any spell from outside the globe whose area or targets enter into it, as if the globe were a *dispel magic* spell 1 rank lower than its actual spell rank. If the counteract attempt succeeds, it prevents only the portion of the spell that would have entered the globe (so if the spell also has targets outside the globe, or part of its area is beyond the globe, those targets or that area are affected normally). You must form the sphere in an unbroken open space, so its edges don't pass through any creatures or objects, or the spell is lost (though creatures can enter the globe after the spell is cast).

DIVINE IMMOLATION ◆◆ SPELL 5

CONCENTRATE | FIRE | MANIPULATE | SANCTIFIED | SPIRIT

Traditions divine

Range 120 feet; **Area** 20-foot burst

Defense Reflex

Divine flames scour creatures within the area. Creatures take 6d6 fire damage and 2d6 persistent fire damage. The divine power within the flames scorches the spirit as well; a creature takes spirit damage instead of fire damage from *divine immolation* if that would be more detrimental to the creature (as determined by the GM).

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage.

Failure The creature takes full damage and persistent damage.

Critical Failure The creature takes double damage and double persistent damage.

Heightened (+1) The damage increases by 1d6 and persistent damage increases by 1d6.

DIVINE INSPIRATION ◆◆ SPELL 8

CONCENTRATE | MANIPULATE | MENTAL

Traditions divine

Range touch; **Targets** 1 willing creature

You infuse a target with spiritual energy, refreshing its magic. If it prepares spells, it recovers one 6th-rank or lower spell it previously cast today and can cast that spell again. If it spontaneously casts spells, it recovers one of its 6th-rank or lower spell slots. If it has a focus pool, it regains its Focus Points, as if it had Refocused.

DIVINE LANCE ◆◆ CANTRIP 1

ATTACK | CANTRIP | CONCENTRATE | MANIPULATE | SANCTIFIED | SPIRIT

Traditions divine

Range 60 feet; **Targets** 1 creature

Defense AC

You unleash a beam of divine energy. Make a ranged spell attack against the target's AC. On a hit, the target takes 2d4 spirit damage (double damage on a critical hit).

Heightened (+1) The damage increases by 1d4.

DIVINE WRATH ◆◆ SPELL 4

CONCENTRATE | MANIPULATE | SANCTIFIED | SPIRIT

Traditions divine

Range 120 feet; **Area** 20-foot burst

Defense Fortitude

You channel the fury of divinity against your foes. You deal 4d10 spirit damage to enemies in the area, depending on their Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes full damage and is sickened 2; while it's sickened, it's also slowed 1.

Heightened (+1) The damage increases by 1d10.

DIZZYING COLORS ◆◆ SPELL 1

CONCENTRATE | ILLUSION | INCAPACITATION | MANIPULATE | VISUAL

Traditions arcane, occult

Area 15-foot cone

Defense Will; **Duration** 1 or more rounds (see below)

You unleash a swirling multitude of colors that overwhelms creatures based on their Will saves.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

Critical Failure The creature is stunned for 1 round and blinded for 1 minute.

DOMINATE ◆◆ SPELL 6

UNCOMMON | CONCENTRATE | INCAPACITATION | MANIPULATE | MENTAL

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** until your next daily preparations

You take command of the target, forcing it to obey you. If you issue an obviously self-destructive order, the target doesn't act until you issue a new order. The effect depends on its Will save.

Critical Success The target is unaffected.

Success The target is stunned 1 as it fights off your commands.

Failure You control the target. It gains the controlled condition, but it can attempt a Will save at the end of each of its turns. On a success, the spell ends.

Critical Failure As a failure, but the target receives a new save only if you give it a new order that is against its nature, such as killing its allies.

Heightened (10th) The duration is unlimited.

DOOM SCROLL ◆◆ SPELL 2

CONCENTRATE | INCAPACITATION | MANIPULATE | VISUAL

Traditions arcane, divine, occult

Range 60 feet; **Area** 15-foot burst

Defense Will; **Duration** sustained up to 1 minute

You magically broadcast grim news onto nearby devices, holo projectors, screens, and other displays (including comm units on armor). Creatures in the area who can see one or more displays must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is fascinated by the display.

Failure The creature is fascinated by the display and frightened 2 (even if the fascination ends).

Critical Failure The creature is fascinated by the display, frightened 3, and doomed 1 (even if the fascination ends).

DRAGON FORM ◆◆ SPELL 6

CONCENTRATE | MANIPULATE | POLYMORPH

Traditions arcane, divine, occult, primal

Duration 1 minute

Calling upon powerful magic, you gain a Large dragon battle form. When you Cast this Spell, choose one type of common dragon or another type to which your GM allows access (see table on page 330 for *Alien Core* dragons). While in this form, you gain the dragon trait. You have hands in this battle form and can take manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 10 temporary Hit Points.
- Speed 40 feet, fly 100 feet. You gain any of the following Speeds the chosen dragon has, but with the listed amount: burrow 20 feet, climb 40 feet, swim 60 feet.
- Resistance 10 against the damage type of your Dragon Breath (see below).
- Darkvision and imprecise scent 60 feet.
- The following unarmed melee attacks, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +22, and your damage bonus is +6. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead. See below for more on these attacks. **Melee** ◆ jaws, **Damage** 2d12 piercing plus 2d6 damage of the same damage type as your Dragon Breath (see below); **Melee** ◆ claw (agile), **Damage** 3d10 slashing; **Melee** ◆ tail (reach 10 feet), **Damage** 3d10 bludgeoning.
- Athletics modifier of +23, unless your own is higher.
- **Dragon Breath** ◆◆ You exhale deadly magical energy in an area, dealing 10d6 damage to each creature in the area with a basic save against your spell DC. The shape, damage type, and save type match that of your chosen dragon's breath. If the chosen dragon's breath can deal more than one type of damage, choose one when you cast *dragon form*. The shape is a 30-foot cone or a 100-foot line. Once activated, Dragon Breath can't be used again for 1d4 rounds. Dragon Breath has the tradition trait matching the type of dragon and the damage trait matching the type of damage it deals, if applicable.
- **Tradition Resistance** If the dragon's magical tradition matches that of your *dragon form* spell, you gain the listed ability. **Arcane** resistance 5 against damage from spells; **divine** resistance 10 to spirit, vitality, and void; **occult** resistance 10 to mental; **primal** resistance 5 to physical damage.

Heightened (8th) Your battle form is Huge, you gain a +20-foot status bonus to your fly Speed, and your attacks have 10-foot reach (or 15-foot reach if they previously had 10-foot reach). You instead gain AC = 21 + your level, 15 temporary HP, an attack modifier of +28, a damage bonus of +12, and Athletics +28. Your Dragon Breath deals an additional 4d6 damage.

DREAM OF HOME ◆◆ SPELL 1

CONCENTRATE | MANIPULATE | MENTAL

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

You draw on a creature's thoughts of home and the comfort it finds in that concept, overwhelming the creature with wistful memories of whatever home means to it. The target must succeed at a Will save or become fascinated by the memories.

DREAMING POTENTIAL SPELL 5

CONCENTRATE | MANIPULATE | MENTAL

Traditions occult

Cast 10 minutes

Range touch; **Targets** 1 willing sleeping creature

Duration 8 hours

You draw the target into a lucid dream where it can explore the endless possibilities of its own potential within the ever-changing backdrop of its dreamscape. If it sleeps the full 8 hours uninterrupted, when it wakes, it counts as having spent a day of downtime retraining, though it can't use *dreaming potential* for any retraining that would require either an instructor or specialized knowledge it can't access within the dream.

EARTHBIND ◆◆ SPELL 3

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 flying creature

Defense Fortitude; **Duration** varies

Using the weight of earth, you hamper a target's flight, with effects based on its Fortitude save. If the creature reaches the ground safely, it doesn't take falling damage.

Critical Success The target is unaffected.

Success The target falls safely up to 120 feet.

Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 round.

Critical Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 minute.

EARTHQUAKE ◆◆ SPELL 8

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** 60-foot burst

Duration 1 round

You shake the ground, topple creatures into fissures, and collapse structures. The GM might add additional effects in certain areas. Cliffs might collapse, causing creatures to fall, or a lake might drain as fissures open up below its surface, leaving a morass of quicksand.

- **Shaking Ground** The ground is difficult terrain, and creatures on it take a –2 circumstance penalty to attack rolls, AC, and skill checks.
- **Fissures** Each creature on the ground must attempt a Reflex save at the start of its turn to keep its footing and avoid falling into 40-foot-deep fissures that open beneath it. The fissures are permanent, and their sides require successful DC 15 Athletics checks to Climb.
- **Collapse** Structures and ceilings might collapse. The GM rolls a flat check for each (DC 16 for a sturdy structure, DC 14 for an average structure and most natural formations, DC 9 for a shoddy structure, all adjusted higher or lower as the GM sees fit). A collapse deals 11d6 bludgeoning damage to each creature caught in it with a basic Reflex save. A creature falls prone unless it critically succeeds and falls into a fissure if it critically fails.

Heightened (10th) You create a massive earthquake that can devastate a settlement. The range increases to half a mile and the area to a quarter-mile burst.

ECLIPSE BURST ◆◆ SPELL 7

COLD CONCENTRATE DARKNESS MANIPULATE VOID

Traditions arcane, divine, primal

Range 500 feet; **Area** 60-foot burst

Defense Reflex

A globe of freezing darkness explodes in the area, dealing 8d10 cold damage to creatures in the area, plus an additional 8d4 void damage to living creatures. Each creature in the area must attempt a Reflex save.

If the globe overlaps with an area of magical light or affects a creature affected by magical light, *eclipse burst* attempts to counteract the light effect.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage and becomes blinded by the darkness for an unlimited duration.

Heightened (+1) The cold damage increases by 1d10 and the void damage against the living increases by 1d4.

ELDRITCH LANCE ◆◆ CANTRIP 1

ATTACK CANTRIP CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense AC

You condense a beam of mind-assaulting eldritch energy from the dark spaces between the stars and fire it at a target. Make a ranged spell attack roll against the target's AC. If you hit, you deal 2d6 mental damage. On a critical success, you deal double damage.

Heightened (+1) The damage increases by 1d6.

ELDRITCH WRATH ◆◆ SPELL 4

CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult

Range 120 feet; **Area** 20-foot burst

Defense Will

You channel the bizarre powers that exist beyond the outer reaches of the universe, dealing 3d12 mental damage to each creature in the area as phantasmal claws, jaws, and tentacles lash out at each target. Each creature in the area must attempt a Will save. The area is difficult terrain for any creature sickened by the effects of this spell.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes double damage and is sickened 2.

Heightened (+1) The damage increases by 1d12.

ELECTRIC ARC ◆◆ CANTRIP 1

CANTRIP CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 or 2 creatures

Defense basic Reflex

An arc of lightning leaps from one target to another. Each target takes 2d4 electricity damage with a basic Reflex save.

Heightened (+1) The damage increases by 1d4.

ELECTROTETHER ◆◆ SPELL 3

ATTACK CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** up to two creatures

Defense AC

You supercharge the targets' electromagnetism and pull them with a tether of lightning. Make a ranged spell attack against each target. If you attack two targets, both attacks count toward your multiple attack penalty, but it doesn't increase until after both attacks. The targets each take 4d8 electricity damage and are pulled 5 feet closer to you, or 10 feet closer on a critical hit. If both attacks hit, you can choose to move the creatures closer to one another instead of closer to you. Moving a target into a barrier, creature, or obstacle causes the target to stop before entering that space.

Heightened (+1) The damage increases by 1d8.

ELEMENTAL FORM ◆◆ SPELL 5

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 minute

You call upon the power of the planes to transform into a Medium elemental battle form. When you Cast this Spell, choose a listed element. While in this form, you gain the corresponding trait and the elemental trait. You have hands in this battle form and can take manipulate actions. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 19 + your level. Ignore your armor's check penalty and Speed reduction.

- 10 temporary Hit Points.
- Darkvision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +18, and your damage bonus is +9. These are Dexterity based (air, fire, or metal) or Strength based (earth, water, or wood). If your corresponding unarmed attack modifier is higher, you can use it instead.
- Acrobatics (air, fire, or metal) or Athletics (earth, water, or wood) modifier of +20; ignore this change if your own modifier is higher.

You gain specific abilities based on the element you choose:

- **Air** fly 80 feet, movement doesn't trigger reactions; **Melee** ◆ gust, **Damage** 1d4 bludgeoning.
- **Earth** Speed 20 feet, burrow 20 feet; **Melee** ◆ boulder, **Damage** 2d10 bludgeoning.
- **Fire** Speed 50 feet; fire resistance 10, weakness 5 to cold and 5 to water; **Melee** ◆ tendril, **Damage** 1d8 fire plus 1d4 persistent fire.
- **Metal** Speed 40 feet, fly 20 feet; **Melee** ◆ blade (versatile piercing), **Damage** 1d8 slashing plus 1d4 electricity.
- **Water** Speed 20 feet, swim 60 feet; fire resistance 5; **Melee** ◆ wave, **Damage** 1d12 bludgeoning, and you can spend an action immediately after a hit to push the target 5 feet with the effects of a successful Shove.
- **Wood** Speed 20 feet, climb 30 feet; **Melee** ◆ branch, **Damage** 2d10 bludgeoning.

Heightened (6th) Your battle form is Large and your attacks have 10-foot reach. You instead gain AC = 22 + your level, 15 temporary HP, an attack modifier of +23, a damage bonus of +13, and Acrobatics or Athletics +23.

Heightened (7th) Your battle form is Huge and your attacks have 15-foot reach. You instead gain AC = 22 + your level, 20 temporary HP, an attack modifier of +25, a damage bonus of +11, double the number of damage dice (including persistent damage), and Acrobatics or Athletics +25.

EMBED MESSAGE ◆◆ SPELL 2

CONCENTRATE | ILLUSION | MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 object or willing creature

Duration unlimited

You specify a trigger and a message up to 25 words long. When the specified trigger occurs within 30 feet of the target, illusory text of your message circles the target accompanied by a disembodied voice. You can choose a language you know for the text and speech, and can choose what the voice sounds like. Once the message is completed, the spell ends.

Heightened (4th) You can add a simple sensory component to emphasize the message, such as an odor, visual effect, or physical sensation. This addition is obviously illusory and part of the message, lasting only while the message is being read.

Heightened (6th) As 4th rank, but you can choose how many times the spell repeats the message before it ends; there is no limit to the number of repetitions.

ENERGY AEGIS SPELL 7

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 minute

Range touch; **Targets** 1 creature

Duration until your next daily preparations

You protect the target with a powerful, long-lasting energy barrier. The target gains resistance 5 to acid, cold, electricity, fire, force, sonic, vitality, and void damage.

Heightened (9th) The resistances increase to 10.

ENFEEBLE ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

You sap the target's strength, depending on its Fortitude save.

Critical Success The target is unaffected.

Success The target is enfeebled 1 until the start of your next turn.

Failure The target is enfeebled 2 for 1 minute.

Critical Failure The target is enfeebled 3 for 1 minute.

ENHANCE BODY ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 willing creature

Duration 1 minute

You infuse the target's body with magic power. All its unarmed attacks gain the tracking +1 trait, and increase the number of weapon damage dice to two.

Heightened (6th) The unarmed attacks gain the tracking +2 trait, and increase the number of weapon damage dice to three.

Heightened (9th) The unarmed attacks gain the tracking +3 trait, and increase the number of weapon damage dice to four.

ENHANCE WEAPON ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 weapon that is unattended or wielded by a willing creature

Duration 1 minute

You infuse the weapon with magic allowing it to safely operate beyond its normal parameters. If the target is a commercial or tactical weapon, it becomes an advanced weapon, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

Heightened (6th) If the target is a commercial, tactical, advanced, or superior weapon, it becomes an elite weapon, gaining a +2 item bonus to attack rolls and increasing the number of weapon damage dice to three.

Heightened (9th) The target becomes a paragon weapon, gaining a +3 to item bonus to attack rolls and increasing the number of weapon damage dice to four.

ALIEN CORE DRAGONS

The dragons from *Alien Core* use the following specifications for *dragon form*.

Dragon	Tradition	Speeds	Dragon Breath
Abysium	Arcane	–	Cone of poison (Fortitude)
Akashic	Occult	–	Cone of mental (Will)
Cosmic	Divine	–	Cone of spirit (Will)
Host	Primal	Climb	Cone of piercing (Reflex)

ENLARGE ◆◆ SPELL 2

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Range 30 feet; **Targets** 1 willing creature

Duration 5 minutes

Bolstered by magical power, the target grows to size Large. Its equipment grows with it, but returns to natural size if removed. The creature is clumsy 1. Its reach increases by 5 feet (or by 10 feet if it started out Tiny), and it gains a +2 status bonus to melee damage. This spell has no effect on a Large or larger creature.

Heightened (4th) The creature instead grows to size Huge. The status bonus to melee damage is +4 and the creature's reach increases by 10 feet (or 15 feet if the creature started out Tiny). The spell has no effect on a Huge or larger creature.

Heightened (6th) Choose either the 2nd-rank or 4th-rank version of this spell and apply its effects to up to 10 willing creatures.

ENTANGLING FLORA ◆◆ SPELL 2

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range 120 feet; **Area** all squares in a 20-foot burst

Duration 1 minute

Plants and fungi burst out or quickly grow, entangling creatures. All surfaces in the area are difficult terrain. Each round that a creature starts its turn in the area, it must attempt a Reflex save. On a failure, it takes a –10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure, it's also immobilized for 1 round. Creatures can attempt to Escape to remove these effects.

ENTHRALL ◆◆ SPELL 3

AUDITORY CONCENTRATE EMOTION MANIPULATE

Traditions arcane, occult

Range 120 feet; **Targets** all creatures in range

Defense Will; **Duration** sustained

Your words fascinate your targets. You speak or sing without interruption throughout the casting and duration. Targets who notice your speech or song might give their undivided attention; each target must attempt a Will save. The GM might grant a circumstance bonus (to a maximum of +4) if the target is of an opposing religion, ancestry, or political leaning, or is otherwise unlikely to agree with what you're saying.

Each creature that comes within range has to attempt a save when you Sustain the spell. If you're speaking, *enthrall* gains the linguistic trait.

Critical Success The target is unaffected and notices that you tried to use magic.

Success The target needn't pay attention but doesn't notice you tried to use magic (it might notice others are enthralled).

Failure The target is fascinated with you. It can attempt another Will save if it witnesses actions or speech with which it disagrees. If it succeeds, it's no longer fascinated and is temporarily immune for 1 hour. If the target is subject to a hostile act, or if another creature succeeds at a Diplomacy or Intimidation check against it, the fascination ends immediately.

Critical Failure As failure, but the target can't attempt a save to end the fascination if it disagrees with you.

ENTROPY STRIKE ◆◆ SPELL 3

ACID ATTACK CONCENTRATE MANIPULATE VOID

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature or unattended object

Defense AC

You unleash a ray of entropy that rapidly and indiscriminately decays matter. Make a ranged spell attack against the target's AC. On a hit, the target takes 5d8 void damage, or it takes 2d6 persistent acid damage and is glitching 1 if it has the tech trait. On a critical hit, double the damage, and if the creature has the tech trait, it's glitching 2 and stunned 1.

Heightened (+1) The damage increases by 1 die.

ENVIRONMENTAL ENDURANCE SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, primal

Cast 10 minutes

Range touch; **Targets** 1 willing creature

Duration until your next daily preparations

You shield the target against dangerous temperatures. Choose severe cold or heat. The target is protected from the temperature you chose (but not extreme cold or heat).

Heightened (3rd) The target is protected from severe cold and severe heat.

Heightened (5th) The target is protected from severe cold, severe heat, extreme cold, and extreme heat.

EVENT HORIZON ◆◆ SPELL 10

CONCENTRATE MANIPULATE VOID

Traditions primal

Range 500 feet; **Area** 50-foot burst

Defense Reflex; **Duration** 1 minute

You unleash the power of a supermassive black hole. All creatures in the area take 6d10 bludgeoning and 6d10 void damage. *Event horizon* ignores up to 10 resistance creatures in the area have to bludgeoning, and up to 10 resistance they have to void. Each creature attempts a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is slowed 1 until the end of its next turn.

Failure The creature takes full damage, is slowed 3 until the end of its next turn, and slowed 1 for 1 minute.

Critical Failure The creature takes double damage, is slowed 3 until the end of its next turn, and slowed 2 for 1 minute.

EVERLIGHT ◆◆◆ SPELL 2

CONCENTRATE | LIGHT | MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** a gemstone worth 60 credits or more

Duration unlimited

The gemstone you touch glows, spreading bright light with a color of your choice in a 20-foot radius (and dim light for the next 20 feet). The spell ends immediately if the gemstone is broken.

EXECUTE ◆◆ SPELL 7

CONCENTRATE | DEATH | MANIPULATE | VOID

Traditions divine, primal

Range 30 feet; **Targets** 1 creature

Defense basic Fortitude

You point at a creature and invoke the demise of all things. The target takes 70 void damage with a basic Fortitude save. If the target is undead or otherwise has void healing, the spell loses the death and void traits and gains the vitality trait, and the target takes 70 vitality damage with a basic Fortitude save.

Heightened (+1) The damage increases by 10.

EXPLOSION OF ROT ◆◆ SPELL 4

CONCENTRATE | MANIPULATE | POISON

Traditions divine, primal

Range 120 feet; **Area** 20-foot burst

Defense Reflex

A giant pustule swells and explodes, coating everything around it in life-draining rot. Creatures and plants in the area take 6d6 poison damage and must attempt a Reflex save. Foliage and plant matter in the area damaged by the spell no longer provide cover.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is enfeebled 1.

Critical Failure The target takes double damage, 1d6 persistent poison damage, and is enfeebled 2.

Heightened (+2) The initial damage increases by 2d6, and the persistent damage on a critical failure increases by 1d6.

FABRICATED TRUTH ◆◆◆ SPELL 10

CONCENTRATE | INCAPACITATION | MANIPULATE | MENTAL

Traditions occult

Range 100 feet; **Targets** up to 5 creatures

Defense Will; **Duration** varies

Choose a single statement you want the targets to believe. The fact could be narrow, such as "a dragon is circling overhead and wants to kill me;" wide-reaching, such as "all humanoids are disguised abominations;" or conceptual, such as "if I don't live a kinder life, I'll be punished in the afterlife." The targets' experiences color how they react to this "truth" and how their behavior changes. If the statement changes what they perceive, they treat the change as a sudden revelation.

The effect of the spell depends on the targets' Will saves. If a target is already affected by *fabricated truth*, your spell tries to counteract it. If the counteract check fails, the outcome of the target's saving throw can't be worse than a success.

Critical Success The target doesn't believe the statement, and it knows you tried to trick it.

Success The target doesn't believe the statement or realize you tried to trick it.

Failure The target believes the statement for 1 week.

Critical Failure The target believes the statement with unlimited duration.

FALLING STARS ◆◆ SPELL 9

CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** four 40-foot bursts

Defense basic Reflex

You reach into the skies and call down an array of falling stars that explode upon colliding with the ground. Choose for the falling stars to be airbursts (sonic), asteroids (fire), comets (cold), or plasma (electricity). The spell gains the trait of the falling star type you chose. The four stars' central 10-foot bursts can't overlap. Each falling star deals 6d10 bludgeoning damage to each creature in the 10-foot burst at the center of its area of effect before exploding, dealing 14d6 energy damage of the type you chose to each creature in its 40-foot burst. A creature in any of the areas attempts one basic Reflex save against the spell no matter how many overlapping explosions it's caught in and can take each type of damage only once.

Heightened (+1) The bludgeoning damage increases by 1d10, and the energy damage increases by 2d6.

FALSE VISION SPELL 5

UNCOMMON | CONCENTRATE | ILLUSION | MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch; **Area** 100-foot burst

Duration until your next daily preparations

You create a false image that fools any attempts to scry on an area. Any scrying spell sees, hears, smells, and otherwise detects whatever you wish within the area, rather than what is actually in the area. You can Sustain the spell each round to change the illusion as you desire, including playing out a complex scene. If the scrying spell is of a higher rank than *false vision*, the scryer can attempt a Perception check to disbelieve the illusion, though even if they're successful, they can't learn what's truly going on in the area.

FALSE VITALITY ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult

Duration 8 hours

You augment your flesh with the energies typically used to manipulate the undead. You gain 10 temporary Hit Points.

Heightened (+1) The temporary Hit Points increase by 3.

FEAR ◆◆ SPELL 1

CONCENTRATE EMOTION FEAR MANIPULATE MENTAL

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Heightened (3rd) You can target up to five creatures.

FELINE SENSES ◆◆ SPELL 3

CONCENTRATE MANIPULATE MORPH

Traditions divine, primal

Duration 1 hour

Your senses improve as you gain feline eyes, ears, and whiskers. You gain darkvision and electromagnetic scent as an imprecise sense out to 30 feet, allowing you to detect living and technological creatures.

Heightened (4th) The spell's range is touch and it targets 1 willing creature.

Heightened (6th) The spell's range is touch and it targets 1 willing creature. The duration is until your next daily preparations.

FIELD OF LIFE ◆◆ SPELL 6

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, primal

Range 30 feet; **Area** 20-foot burst

Duration sustained up to 1 minute

A field of life energy fills the area, exuding warmth and rejuvenating those within. Each living creature that starts its turn in the area regains 1d8 Hit Points, and any undead creature that starts its turn in the area takes 1d8 vitality damage.

Heightened (8th) The healing and damage increase to 1d10.

Heightened (9th) The healing and damage increase to 1d12.

FIGMENT ◆◆ CANTRIP 1

CANTRIP CONCENTRATE ILLUSION MANIPULATE SUBTLE

Traditions arcane, occult

Range 30 feet

Duration sustained

You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and lacking detail if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the *figment*.

FIRE SHIELD ◆◆ SPELL 4

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Duration 1 minute

You create a hovering shield made of fire. As long as the shield persists, its heat grants you cold resistance 5 and makes you immune to mild and severe environmental cold. You can Raise a Shield with the *fire shield* as a normal shield to gain a +1 circumstance bonus to AC. You can use the Shield Block reaction (page 228) with the *fire shield*, which has Hardness 10, is immune to fire, and has 40 HP (with no Broken Threshold), and its Hardness is halved against effects that have the water trait. If you Shield Block a melee attack that's either an unarmed attack or made by an adjacent attacker, the attacker takes 2d6 fire damage.

Heightened (+2) The cold resistance increases by 5, the HP increase by 10, and the fire damage increases by 1d6.

FIREBALL ◆◆ SPELL 3

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Range 500 feet; **Area** 20-foot burst

Defense basic Reflex

A roaring blast of fire detonates at a spot you designate, dealing 6d6 fire damage.

Heightened (+1) The damage increases by 2d6.

FLEET STEP ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, primal

Duration 1 minute

You gain a +30-foot status bonus to your Speed.

FLICKER ◆◆ SPELL 4

CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, occult

Duration 1 minute

You flicker quickly between your current plane and another. You gain resistance 5 to all damage, except force. At the end of each of your turns, you automatically teleport 10 feet in a random direction, as determined by the GM. You can Sustain the spell to teleport in this way.

Heightened (+2) The resistance increases by 3.

FLOATING FLAME ◆◆ SPELL 2

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** one 5-foot square

Defense Reflex; **Duration** sustained up to 1 minute

You create a fire that burns without fuel and moves to your commands. The flame deals 3d6 fire damage to each creature in the square in which it appears, with a basic Reflex save.

When you Sustain this spell, you can levitate the flame up to 10 feet. It then deals damage to each creature whose space it shared at any point during its flight. This uses the same damage and save, and you roll the damage once each time you Sustain. A given creature can take damage from *floating flame* only once per round.

Heightened (+1) The damage increases by 1d6.

FLY ◆◆ SPELL 4

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 creature

Duration 5 minutes

The target can soar through the air, gaining a fly Speed equal to its Speed or 20 feet, whichever is greater.

Heightened (7th) The duration increases to 1 hour.

FORBIDDING WARD ◆◆ CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions divine, occult

Range 30 feet; **Targets** 1 ally and 1 enemy

Duration sustained up to 1 minute

You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

Heightened (6th) The status bonus increases to +2.

FORCE BARRAGE ◆ TO ◆◆◆ SPELL 1

CONCENTRATE | FORCE | MANIPULATE

Traditions arcane, occult

Range 120 feet; **Targets** 1 creature

You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Heightened (+2) You fire one additional shard with each action you spend.

FORESIGHT ◆◆ SPELL 9

CONCENTRATE | MANIPULATE | MENTAL | PREDICTION

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Duration 1 hour

You gain a sixth sense that warns you of danger that might befall the target of the spell. If you choose a creature other than yourself as the target, you create a psychic link through which you can inform the target of danger. This link is a mental effect. Due to the amount of information this spell requires you to process, you can't have more than one *foresight* spell in effect at a time. Casting *foresight* again ends the previous *foresight*. While *foresight* is in effect, the target gains a +2 status bonus to initiative rolls and isn't off-guard against undetected creatures or when flanked. In addition, you gain the following reaction.

Foresight ⤾ **Trigger** The target of *foresight* defends against a hostile creature or other danger; **Effect** If the hostile creature or danger forces the target to roll dice (a saving throw, for example), the target rolls twice and uses the higher result, and this spell gains the fortune trait. But if the hostile creature or danger is rolling against the target (an attack roll or skill check, for example), that hostile creature or danger rolls twice and uses the lower result, and this spell gains the misfortune trait.

FREEZE TIME ◆◆◆ SPELL 10

CONCENTRATE | MANIPULATE

Traditions arcane, occult

You temporarily stop time for everything but yourself, allowing you to use several actions in what appears to others to be no time at all. Immediately after casting *freeze time*, you can use up to 9 actions in 3 sets of up to 3 actions each. After each set of actions, 1 round passes, but for only you, effects specifically targeting or affecting you, and effects that you create during the stoppage. All other creatures and objects are invulnerable to your attacks, and you can't target or affect them with anything. Once you have finished your actions, time begins to flow again for the rest of the world. If you created an effect with a duration that extends beyond *freeze time*'s duration, such as *wall of fire*, it immediately affects others again, but it doesn't have any of the effects that happen only when you first Cast the Spell.

FROSTBITE ◆◆ CANTRIP 1

CANTRIP | COLD | CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature

Defense Fortitude

An orb of biting cold coalesces around your target, freezing its body. The target takes 2d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 1 to bludgeoning until the start of your next turn.

Heightened (+1) The damage increases by 1d4 and the weakness on a critical failure increases by 1.

GATE ◆◆ SPELL 10

UNCOMMON | CONCENTRATE | MANIPULATE | TELEPORTATION

Traditions arcane, divine, occult

Range 120 feet

Duration sustained up to 1 minute

You tear open a rift to another plane, creating a portal that creatures can travel through in either direction. This portal is vertical and circular, with a radius of 40 feet. The portal appears at a location of your choice on the destination plane, assuming you have a clear idea of both the destination's location on the plane and what the destination looks like. If you attempt to create a gate into or out of the realm of a deity or another similarly powerful being, that being can prevent the gate from forming.

GENETIC REGENERATION ◆◆ SPELL 4

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, primal

Range touch; **Targets** 1 willing creature

Duration sustained up to 1 minute

You imbue the target's genetic code with a stimulating regenerative property that begins healing its wounds. The target temporarily gains regeneration 7, which restores 7 Hit Points to it at the start of each of its turns. While it has regeneration, the target can't die from taking damage, and its dying condition can't increase to a value that would kill it (this stops most creatures' dying condition at dying 3), though if its wounded value becomes 4 or higher, it stays unconscious until its wounds are treated. If the target takes acid or fire damage, its regeneration deactivates until after the end of its next turn.

Once during the spell's duration, the creature can forgo healing Hit Points that round to regrow one damaged or ruined organ or reattach a severed body part by spending an Interact action to hold the body part to the area it was severed from.

Heightened (+1) Increase the regeneration value by 2.

GENTLE LANDING ↺ SPELL 1

AIR CONCENTRATE

Traditions arcane, primal

Trigger A creature within range is falling.

Range 60 feet; **Targets** 1 falling creature

Duration 1 minute

You raise a magical updraft to arrest a fall. The target's fall slows to 60 feet per round, and the portion of the fall during the spell's duration doesn't count when calculating falling damage. If the target reaches the ground while the spell is in effect, it takes no damage from the fall. The spell ends as soon as the target lands.

GHOSTLY CARRIER ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 120 feet

Duration 1 minute

You create a Tiny, semi-corporeal figure with a form you choose. It hovers near you for the duration. When you Cast a Spell that has a range of touch, you can have the carrier move within range, deliver the spell to a creature there, and return to you. If the carrier must attempt a spell attack roll, it uses your normal bonuses. The carrier has your AC and saves, but it's destroyed by any damage.

GHOST KILLER WEAPON ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 weapon that's either unattended or wielded by you or a willing ally

Duration 5 minutes

The target weapon becomes translucent and ghostly, and it can affect material and incorporeal creatures and objects. It gains the effects of the *ghost killer* weapon upgrade (page 273), meaning it becomes magical if it wasn't already, is especially effective against incorporeal creatures, and can be wielded by a corporeal or incorporeal creature.

GLOW UP ◆◆ SPELL 1

CONCENTRATE ILLUSION MANIPULATE VISUAL

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

You create an illusion that causes the target to appear more charming and genteel to observers. The spell accentuates the target's appearance, clothing, voice, and mannerisms according to what an observer finds appealing. Held items are unaffected, and any worn item removed from the creature returns to its true appearance.

The target gains a +1 status bonus to Diplomacy checks to Make an Impression and lets the target add its level to Diplomacy checks if untrained. In addition, the target can attempt a Diplomacy check to Gather Information in only 10 minutes. You can Dismiss this spell.

Heightened (+2) The bonus increases by 1, to a maximum of +4 at 7th rank.

GOUGING CLAW ◆◆ CANTRIP 1

ATTACK CANTRIP CONCENTRATE MANIPULATE MORPH

Traditions arcane, primal

Range touch; **Targets** 1 creature

Defense AC

You temporarily morph your limb into a clawed appendage. Make a melee spell attack roll against your target's AC. If you hit, you deal your choice of 2d6 slashing damage or 2d6 piercing damage, plus 2 persistent bleed damage. On a critical success, you deal double damage and double bleed damage.

Heightened (+1) The damage increases by 1d6 and the persistent bleed damage increases by 1.

GRAVITY FIELD ◆◆◆ SPELL 8

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range 100 feet; **Area** 30-foot radius, 100-foot-tall cylinder

Duration sustained up to 1 minute

Bending the laws of the Universe to your will, you increase the forces of gravity in an area. All flying creatures in the area descend 40 feet. The entire area is greater difficult terrain for Flying and Climbing creatures, and difficult terrain for creatures on the ground. Any creature pulled to the ground by a *gravity field* takes bludgeoning damage as though it had fallen.

Gravity in the area increases by one step (for example, zero-g becomes low gravity, low gravity becomes standard, standard gravity becomes high gravity, and high gravity becomes extreme gravity).

Glow Up

GREASE ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** 4 contiguous 5-foot squares or **Targets** 1 object of 1 Bulk or less

Duration 1 minute

You conjure grease, choosing an area or target.

- **Area** All solid ground in the area is covered with grease. Each creature standing on the greasy surface must succeed at a Reflex save or an Acrobatics check against your spell DC or fall prone. Creatures using an action to move onto the greasy surface during the spell's duration must attempt either a Reflex save or an Acrobatics check to Balance. A creature that Steps or Crawls doesn't have to attempt a check or save.
- **Target** If you Cast the Spell on an unattended object, anyone trying to pick up the object must succeed at an Acrobatics check or Reflex save against your spell DC to do so. If you target an attended object, the creature that has the object must attempt an Acrobatics check or Reflex save. On a failure, the holder or wielder takes a –2 circumstance penalty to all checks that involve using the object; on a critical failure, the holder or wielder releases the item. The object lands in an adjacent square of the GM's choice. If you Cast this Spell on a worn object, the wearer gains a +2 circumstance bonus to Fortitude saves against attempts to grapple them.

GRIM TENDRILS ◆◆ SPELL 1

CONCENTRATE | MANIPULATE | VOID

Traditions arcane, occult

Area 30-foot line

Defense Fortitude

Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 void damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half the void damage and no persistent bleed damage.

Failure The creature takes full damage.

Critical Failure The creature takes double void damage and double persistent bleed damage.

Heightened (+1) The void damage increases by 2d4, and the persistent bleed damage increases by 1.

GUIDANCE ◆ CANTRIP 1

CANTRIP | CONCENTRATE

Traditions divine, occult, primal

Range 30 feet; **Targets** 1 creature

Duration until the start of your next turn

You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

GUST OF WIND ◆◆ SPELL 1

AIR | CONCENTRATE | MANIPULATE

Traditions arcane, primal
Area 60-foot line
Defense Fortitude; **Duration** until the start of your next turn

A violent wind issues forth from your palm, blowing from the point where you are when you Cast the Spell to the line's opposite end. The wind extinguishes small non-magical fires, disperses fog and mist, blows objects of light Bulk or less around, and pushes larger objects. Large or smaller creatures in the area must attempt a Fortitude save. Large or smaller creatures that later move into the gust must attempt the save on entering.

Critical Success The creature is unaffected.

Success The creature can't move against the wind.

Failure The creature is knocked prone. If it was flying, it takes the effects of critical failure instead.

Critical Failure The creature is pushed 30 feet in the wind's direction, knocked prone, and takes 2d6 bludgeoning damage.

HALLUCINATION ◆◆ SPELL 5

ILLUSION | INCAPACITATION | MANIPULATE | MENTAL | SUBTLE

Traditions arcane, occult
Range 30 feet; **Targets** 1 creature
Duration 1 hour

The target consistently detects one thing as another, can't detect something that's there, or detects something that's not there, though it doesn't alter their beliefs. You choose which of these effects applies, and you determine the specifics of the hallucination. For example, you could make the target see all elves as humans, be unable to detect the presence of their sibling, see their beloved good luck charm on their person even when it isn't, or see a tower in the center of town.

The target can attempt an initial Will save, with effects below. They also receive a Will save to disbelieve the hallucination every time they Seek or directly interact with the hallucination. For example, the target could attempt to disbelieve the hallucination each time they interacted with an elf, bumped into their sibling accidentally, tried to check their charm, or studied the tower. The target can attempt to disbelieve with a large circumstance bonus in situations determined by the GM, such as if the target attempted to climb the nonexistent tower.

Critical Success The creature is unaffected.

Success The creature perceives what you chose until it disbelieves, but it knows what the hallucination is.

Failure The creature perceives what you chose until it disbelieves.

Critical Failure The creature perceives what you chose until it disbelieves, and it trusts its false senses, taking a –4 circumstance penalty to saves to disbelieve.

Heightened (6th) Choose to either target up to 10 creatures or change the spell's duration to until your next daily preparations.

Heightened (8th) Choose to either target any number of creatures or change the spell's duration to unlimited.

HARM ◆ TO ◆◆◆ SPELL 1

MANIPULATE | VOID

Traditions divine
Range varies; **Targets** 1 living creature or 1 willing undead creature

You channel void energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 void damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ **(concentrate)** The spell has a range of 30 feet. If you're healing an undead creature, increase the Hit Points restored by 8.

◆◆◆ **(concentrate)** You disperse void energy in a 30-foot emanation. This targets all living and undead creatures in the area.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

HASTE ◆◆ SPELL 3

CONCENTRATE | MANIPULATE

Traditions arcane, occult, primal
Range 30 feet; **Targets** 1 creature
Duration 1 minute

Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

Heightened (7th) You can target up to 6 creatures.

HEAL ◆ TO ◆◆◆ SPELL 1

HEALING | MANIPULATE | VITALITY

Traditions divine, primal
Range varies; **Targets** 1 willing living creature or 1 undead creature

You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ **(concentrate)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

◆◆◆ **(concentrate)** You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

HEROISM ◆◆ SPELL 3

CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult

Range touch; **Targets** 1 creature

Duration 10 minutes

You unlock the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

Heightened (6th) The status bonus increases to +2.

Heightened (9th) The status bonus increases to +3.

HOLOGRAPHIC MEMORY ◆◆ SPELL 3

UNCOMMON CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult

Range touch; **Targets** 1 creature or corpse

Defense Will

You reach into the target's mind, extract a specific memory you have some awareness of, and project it into a hologram. Alternatively, when casting this spell, you can choose to pull a random memory left to the GM's discretion. The *holographic memory* can be no longer than 5 minutes; if the extracted memory is longer than this, the hologram simply ends at that point. The hologram includes audio as well as visual components, but it doesn't contain haptic, olfactory, or other components. The hologram typically plays a memory that takes place in a single scene, though it can cut to multiple scenes if they're accurate to the memory and its length allows. The hologram plays the memory exactly as the target experienced it and from the target's perspective, so it often lacks context.

This spell can target any living, unconscious, or deceased sentient creature with an Intelligence modifier of –3 or higher. If the target is deceased, it can't have been dead for longer than 1 week, or this spell fails; once a corpse has been subjected to *holographic memory* by any caster, any subsequent castings of *holographic memory* fail.

If the target is unwilling to share this memory, it can attempt a Will save to resist this spell.

HOLY LIGHT ◆◆ SPELL 3

ATTACK CONCENTRATE FIRE HOLY LIGHT MANIPULATE

Traditions divine, primal

Range 120 feet; **Targets** 1 creature

Defense AC

You shine a blazing ray of light tinged with holy energy. Make a ranged spell attack. The ray deals 5d6 fire damage. If the target has the unholy trait, you deal an extra 5d6 spirit damage.

Critical Success The target takes double damage.

Success The target takes full damage.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *holy light* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the spell's target.

Heightened (+1) The fire damage increases by 2d6, and the spirit damage against unholy creatures increases by 2d6.

HONEYED WORDS ◆◆ SPELL 4

CONCENTRATE MANIPULATE MENTAL

Traditions occult

Duration 10 minutes

Falsehoods pass your lips as smoothly as silk. You gain a +4 status bonus to Deception checks to Lie and against Perception checks to discern if you are telling the truth, and you add your level even if untrained. If the implausibility of your lies prompts a circumstance penalty or a DC increase, reduce that penalty by half or increase it by half.

HOWL ◆◆ SPELL 7

AUDITORY CONCENTRATE MANIPULATE MENTAL SONIC

Traditions divine, occult, primal

Area 30-foot emanation

Defense Will

You let out a powerful ululation full of psychic resonance that compels others who hear it to join in. You deal 7d12 sonic damage and 1d8 persistent mental damage to other creatures who can hear within the area. Targets must attempt a Will save. The persistent mental damage a creature takes from this spell increases by 1d8 if at least one other creature is howling. A howling creature can't use auditory actions or cast spells except for those with the subtle trait for 1 round. Calculate the persistent damage after all creatures attempt their saves.

Critical Success The target is unaffected.

Success The target takes half damage and no persistent mental damage.

Failure The target takes full damage, persistent mental damage, and is compelled to howl as long as it takes persistent mental damage.

Critical Failure As failure, but the target takes double the initial and persistent damage.

HOWLING BLIZZARD ◆◆ TO ◆◆◆ SPELL 5

AIR COLD CONCENTRATE MANIPULATE

Traditions arcane, primal

Area varies

Defense basic Reflex

Freezing winds extend from your hands, pushing away from you with great force. If you Cast this Spell with 2 actions, it has an area of a 60-foot cone; if you Cast this Spell with 3 actions, it has a range of 500 feet and an area of a 30-foot burst. Each creature in the area takes 10d6 cold damage with a basic Reflex save. Snowdrifts and icy gales fill the area until the start of your next turn, making the area difficult terrain.

Heightened (+1) The damage increases by 2d6.

HUMANOID FORM ◆◆ SPELL 2

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, occult, primal

Duration 10 minutes

You transform your appearance to that of a Small or Medium humanoid, such as a dwarf, elf, goblin, halfling, human, or orc. You gain the humanoid trait in addition to your other traits while in this form, as well as any trait related to the creature's kind (such as goblin or human). If this transformation reduces your size, it reduces your reach accordingly (typically to 5 feet). This transformation doesn't change your statistics in any way, and you don't gain any special abilities of the humanoid form you assume. You can still wear and use your gear, which changes size (if necessary) to match your new form. If items leave your person, they return to their usual size.

Humanoid form grants you a +4 status bonus to Deception checks to pass as a generic member of the chosen ancestry, and you add your level even if you're untrained, but you can't make yourself look like a specific person. If you want to Impersonate an individual, you still need to create a disguise, though the GM won't factor in the difference in ancestry when determining the DC of your Deception check. You can Dismiss this spell.

Heightened (3rd) You gain darkvision or low-light vision if the form you assume has that ability.

Heightened (5th) You can take on the appearance of a Large humanoid. If this increases your size, you gain the effects of the *enlarge* spell.

HYDRAULIC PUSH ◆◆ SPELL 1

ATTACK | CONCENTRATE | MANIPULATE | WATER

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature or unattended object

Defense AC

You call forth a powerful blast of pressurized water that bludgeons the target and knocks it back. Make a ranged spell attack roll.

Critical Success The target takes 6d6 bludgeoning damage and is knocked back 10 feet.

Success The target takes 3d6 bludgeoning damage and is knocked back 5 feet.

Heightened (+1) The bludgeoning damage increases by 2d6.

HYDRAULIC TORRENT ◆◆ SPELL 4

CONCENTRATE | MANIPULATE | WATER

Traditions primal

Area 60-foot line

Defense Fortitude

A swirling torrent of water manifests along a straight line, battering creatures and unattended objects in its path and possibly pushing them away from you. The torrent deals 8d6 bludgeoning damage. Each creature in the area must attempt a basic Fortitude save; unattended objects automatically fail. Creatures and objects that fail are also knocked back 5 feet (10 feet on a critical failure).

Heightened (+1) The damage increases by 2d6.

HYPERCOGNITION ◆ SPELL 3

CONCENTRATE

Traditions occult

You rapidly catalog and collate information relevant to your current situation. You can instantly use up to 6 Recall Knowledge actions as part of Casting this Spell. For these actions, you can't use any special abilities, reactions, or free actions that trigger when you Recall Knowledge.

HYPNOTIZE ◆◆ SPELL 3

ILLUSION | MANIPULATE | SUBTLE | VISUAL

Traditions arcane, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

You create a cloud of mesmerizing patterns and colors that hovers in the air. Creatures are dazzled while inside the cloud. In addition, a creature must attempt a Will saving throw if it is inside the cloud when you cast it, when it enters the cloud, when it ends its turn within the cloud, or if it uses a Seek or Interact action on the cloud. A creature currently fascinated by *hypnotize* doesn't attempt new saves.

Success The target is unaffected.

Failure The target is fascinated by the cloud.

Critical Failure The target is fascinated by the cloud. While it remains fascinated, it can't use reactions.

IGNITION ◆◆ CANTRIP 1

ATTACK | CANTRIP | CONCENTRATE | FIRE | MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense AC

You snap your fingers and point at a target, which begins to smolder. Make a spell attack roll against the target's AC, dealing 2d4 fire damage on a hit. If the target is within your melee reach, you can choose to make a melee spell attack with the flame instead of a ranged spell attack, which increases all the spell's damage dice to d6s.

Critical Success The target takes double damage and 1d4 persistent fire damage.

Success The target takes full damage.

Heightened (+1) The initial damage increases by 1d4 and the persistent fire damage on a critical hit increases by 1d4.

ILL OMEN ◆◆ SPELL 1

CONCENTRATE | CURSE | MANIPULATE | MISFORTUNE

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round

The target is struck with misfortune, which throws it off balance. The target must attempt a Will save.

Success The target is unaffected.

Failure The first time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

Critical Failure Every time during the duration that the target attempts an attack roll or skill check, it must roll twice and use the worse result.

ILLUSORY CREATURE ◆◆ SPELL 2

AUDITORY | CONCENTRATE | ILLUSION | MANIPULATE | OLFACTORY | VISUAL

Traditions arcane, occult

Range 500 feet

Duration sustained

You create an illusory image of a Large or smaller creature. It generates the appropriate sounds, smells, and feels believable to the touch. If you and the image are ever farther than 500 feet apart, the spell ends.

The image can't speak, but you can use your actions to speak through the creature, with the spell disguising your voice as appropriate. You might need to attempt a Deception or Performance check to mimic the creature, as determined by the GM. This is especially likely if you're trying to imitate a specific person and engage with someone that person knows.

In combat, the illusion can use 2 actions per turn, which it uses when you Sustain the spell. It uses your spell attack modifier for attack rolls and your spell DC for its AC. Its saving throw modifiers are equal to your spell DC – 10. It's substantial enough that it can flank other creatures. If the image is hit by an attack or fails a save, the spell ends.

The illusion can cause damage by making the target believe the illusion's attacks are real, but it cannot otherwise directly affect the physical world. If the illusory creature hits with a Strike, the target takes 3d4 mental damage. The illusion's Strikes are nonlethal. If the damage doesn't correspond to the image of the monster—for example, if an illusory Large dragon deals only 5 damage—the GM might allow the target to attempt an immediate Perception check to disbelieve the spell. Any relevant resistances and weaknesses apply if the target thinks they do, as judged by the GM. For example, if the illusion wields a doshko and attacks a creature resistant to piercing damage, the creature would take less mental damage. However, illusory damage does not deactivate regeneration or trigger other effects that require a certain damage type. The GM should track illusory damage dealt by the illusion.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion. When a creature disbelieves the illusion, it recovers from half the damage it had taken from it (if any) and doesn't take any further damage from it.

Heightened (+1) The damage of the image's Strikes increases by 1d4, and the maximum size of creature you can create increases by one (to a maximum of Gargantuan).

ILLUSORY DISGUISE ◆◆ SPELL 1

CONCENTRATE | ILLUSION | MANIPULATE | VISUAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

You create an illusion that causes the target to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds). The disguise is typically good enough to hide their identity, but not to impersonate a specific individual. The spell changes their appearance and voice, but not mannerisms. You can change the appearance of its clothing and worn items, such as making its armor look like a dress. Held items are unaffected, and any worn item removed from the creature returns to its true appearance.

Casting *illusory disguise* counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties the target might take for disguising itself as a dissimilar creature, gives a +4 status bonus to Deception checks to prevent others from seeing through the disguise, and lets the target add its level to such Deception checks even if untrained. You can Dismiss this spell.

Heightened (3rd) The target can appear as any creature of the same size, even a specific individual. You must have seen an individual to replicate its appearance, and must have heard its voice to replicate its voice.

Heightened (4th) You can target up to 10 willing creatures. If you target multiple creatures, you can choose a different disguise for each target, but none can impersonate a specific individual. You can Dismiss each disguise individually or all collectively.

Heightened (7th) As 4th, but you can choose disguises that impersonate specific individuals. You must have seen an individual to replicate its appearance, and must have heard its voice to replicate its voice.

ILLUSORY OBJECT ◆◆ SPELL 1

CONCENTRATE | ILLUSION | MANIPULATE | VISUAL

Traditions arcane, occult

Range 500 feet; **Area** 20-foot burst

Duration 10 minutes

You create an illusory visual image of a stationary object. The entire image must fit within the spell's area. The object appears to animate naturally, but it doesn't make sounds or generate smells. For example, water would appear to pour down an illusory waterfall, but it would be silent.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion.

Heightened (2nd) Your image makes appropriate sounds, generates normal smells, and feels right to the touch. The spell gains the auditory and olfactory traits. The duration increases to 1 hour.

Heightened (5th) As the 2nd-rank version, but the duration is unlimited.

ILLUSORY SCENE SPELL 5

AUDITORY | CONCENTRATE | ILLUSION | MANIPULATE | OLFACTORY | VISUAL

Traditions arcane, occult

Cast 10 minutes

Range 500 feet; **Area** 30-foot burst

Duration 1 hour

You craft an imaginary scene that includes up to 10 discrete creatures or objects of various sizes, all of which must be within the spell's area. These elements generate appropriate sounds and smells, and they feel right to the touch. Elements of an illusory scene are incapable of speech. Unlike with the *illusory creature* spell, creatures in your scene lack combat abilities and statistics. Your scene doesn't include changes to the environment around it, though you can place your scene within the illusory environment of other illusion spells.

When you create the scene, you can choose to have it be static or follow a program. Though a static scene is stationary, it includes basic natural movement. For example, wind blowing on an illusory piece of paper would rustle it.

A program can be up to 1 minute long and repeats when finished. For instance, you could create a scene of two orcs fighting each other, and the fight would go the same way for each repetition. If you create a loop, the two fighters end up in the same place at the start of the scene and at the end of it, but you can smooth the program so it's hard to tell when the loop ends and begins. Anyone observing the scene for more than a few minutes almost always notices it looping. You're unable to alter the program after you create the illusion.

Any creature that touches any part of the image or uses the Seek action to examine it can attempt to disbelieve your illusion. If they interact with a portion of the illusion, they disbelieve only that portion. They disbelieve the entire scene only on a critical success.

Heightened (6th) Creatures or objects in your scene can speak. You must speak the specific lines for each actor when creating your program. The spell disguises your voice for each actor.

Heightened (8th) As the 6th-rank version, and the duration is unlimited.

IMPALING SPIKE ◆◆ SPELL 5

CONCENTRATE | MANIPULATE | METAL

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** 1 minute

You conjure a spike that thrusts up from the earth beneath a target creature, potentially impaling it. The spike is made of cold iron and deals 8d6 piercing damage. The target must attempt a Reflex save.

Critical Success The target dodges the spike and is unaffected.

Success The target is struck by the spike and takes half damage.

Failure The target is impaled through a leg or another non-vital body part. The creature takes full damage and, if it's standing on solid ground, becomes immobilized. It can attempt to Escape (the DC is your spell DC). While it remains impaled, it takes damage from any weakness to cold iron it has at the end of each of its turns.

Critical Failure As failure, but the creature is impaled through a vital organ or its center of mass, taking double damage, and it is off-guard as long as it's impaled.

Heightened (+1) The damage increases by 2d6.

IMPLANT DATA ◆◆ CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 computer

Duration 1 day

You reprogram a computer or device to display a chosen piece of data when accessed. You can implant up to one piece of data per spell rank. A piece of data can be a simple fact, such as a creature or object's location or physical description; an image of a creature or object; or a simple statement of no more than 300 characters. When the target computer or device is accessed, this implanted data is the first data the accessing creature gains, regardless of what data the creature is looking for. Implanted data doesn't prevent a creature from accessing other information stored on a device, change how the device functions, or otherwise inhibit the device from functioning. If this spell's duration ends before a creature accesses the implanted data, the information vanishes.

Heightened (3rd) The duration is one year.

Heightened (6th) The duration is unlimited.

IMPLOSION ◆◆ SPELL 9

CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 corporeal creature

Defense basic Fortitude; **Duration** sustained up to 1 minute

You crush the target by causing it to collapse in on itself, dealing 75 damage. The first time each round you Sustain the spell, you must choose a new target to be subject to the same effect; the same creature can never be targeted more than once with a single casting of this spell. You also can't affect more than one creature per turn with *implosion*. You can't target a creature that's incorporeal, gaseous, or liquid, or otherwise lacking a solid form.

Heightened (+1) The damage increases by 10.

INDESTRUCTIBILITY ◆◆ SPELL 10

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Duration until the start of your next turn

You sever yourself from cause and effect. For the duration of the spell, you are immune to any effect or damage that would harm you, excluding effects caused by artifacts, deific power, and similarly powerful sources. You can selectively allow yourself to be affected by anything you're willing to have affect you.

INFUSE VITALITY ◆ TO ◆◆◆ SPELL 1

CONCENTRATE | MANIPULATE | VITALITY

Traditions divine

Range 30 feet; **Targets** 1 to 3 willing creatures

Duration 1 minute

You empower attacks with vital energy. The number of targets is equal to the number of actions you spent casting this spell. Each target's unarmed and weapon Strikes deal an extra 1d4 vitality damage. (This damage typically damages only undead, as explained on page 401). If you have the holy trait, you can add that trait to this spell and to the Strikes affected by the spell.

Heightened (3rd) The damage increases to 2d4 damage.

Heightened (5th) The damage increases to 3d4 damage.

INJECT NANOBOTS ◆◆ SPELL 2

ACID | ATTACK | CONCENTRATE | MANIPULATE

Traditions arcane

Range touch; **Targets** 1 creature

Defense AC

You inject magical nanobots into a creature. Make a melee spell attack roll. On a hit, the target takes 4d6 acid damage. On a critical hit, the target takes double damage and becomes confused for 1 round as nanobots swarm through the target's biological or mechanical systems.

Heightened (+1) The damage increases by 2d6.

INJURY ECHO ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult

Range 60 feet; **Targets** 1 creature

Defense Will

You manifest an injury from the future or past to harm a creature in the present. Choose bludgeoning, piercing, or slashing damage. The target takes 1d8 of the selected damage type with a basic Will save. If the target fails its save and then takes the same type of damage before the end of your next turn, it takes an additional 1d4 persistent bleed damage.

Heightened (+2) The initial damage increases by 1d8, and the persistent damage on a failure increases by 1d4.

INSECT FORM ◆◆ SPELL 3

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 minute

You envision a simple bug and transform into a Medium animal battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific type of animal (such as a ladybug or scarab for beetle), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss this spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 18 + your level. Ignore your armor's check penalty and Speed reduction.
- 10 temporary Hit Points.
- Low-light vision.
- One or more attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +13, and your damage bonus is +2. These attacks are Strength based (for the purpose of the enfeebled condition). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +13, unless your own is higher.

You gain specific abilities based on the form you choose:

- **Ant** Speed 30 feet, climb 30 feet; **Melee** ◆ mandibles, **Damage** 2d6 bludgeoning.
- **Beetle** Speed 25 feet; **Melee** ◆ mandibles, **Damage** 2d10 bludgeoning.
- **Centipede** Speed 25 feet, climb 25 feet; darkvision; **Melee** ◆ mandibles, **Damage** 1d8 piercing plus 1d4 persistent poison.
- **Mantis** Speed 40 feet; imprecise scent 30 feet; **Melee** ◆ foreleg, **Damage** 2d8 piercing.
- **Scorpion** Speed 40 feet; darkvision, imprecise tremorsense 60 feet; **Melee** ◆ stinger, **Damage** 1d8 piercing plus 1d4 persistent poison; **Melee** ◆ pincer (agile), **Damage** 1d6 bludgeoning.
- **Spider** Speed 25 feet, climb 25 feet; darkvision; **Melee** ◆ fangs, **Damage** 1d6 piercing plus 1d4 persistent poison; **Ranged** ◆ web (range increment 20 feet), **Damage** immobilizes the target for 1 round or until it Escapes.

Heightened (4th) Your battle form is Large, and your attacks have 10-foot reach. You instead gain 15 temporary HP, attack modifier +16, damage bonus +6, and Athletics +16.

Heightened (5th) Your battle form is Huge, and your attacks have 15-foot reach. You instead gain 20 temporary HP, attack modifier +18, damage bonus +2 and double damage dice (including persistent damage), and Athletics +20.

INSTANT VIRUS ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane

Range touch; **Targets** 1 creature with the tech trait

Defense Fortitude

Your touch installs a dangerous self-replicating virus that disrupts a technological creature's programming. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is glitching 1.

Failure The target is glitching 1 and stunned 1.

Critical Failure The target is glitching 2 and stunned 2.

INTERPLANAR TELEPORT SPELL 7

UNCOMMON CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, divine, occult, primal

Cast 10 minutes; **Requirements** You have a planar key for the destination plane, used as a locus

Range 5 feet; **Targets** up to 8 willing creatures

You and your allies traverse the barriers between planes of existence. The targets move to another plane, such as the Plane of Fire, the Netherworld, or the Outer Rifts. You must know the destination plane exists and use a magic planar key created from material from that plane as a locus for the spell. While the planar keys for most prominent planes are uncommon, just like the spell *interplanar teleport*, more obscure planes and demiplanes often have rare or possibly even unique planar keys.

The spell is highly imprecise, and you appear 1d20×25 miles from the last place one of the targets (of your choice) was located the last time that target traveled to the plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane. *Interplanar teleport* doesn't provide a means of return travel, though casting *interplanar teleport* again allows you to return to your previous plane unless there are extenuating circumstances.

INVISIBILITY ◆◆ SPELL 2

ILLUSION MANIPULATE SUBTLE

Traditions arcane, occult

Range touch; **Targets** 1 creature

Duration 10 minutes

Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead (page 425). If the target uses a hostile action, the spell ends after that hostile action is completed.

Heightened (4th) The spell lasts 1 minute, but it doesn't end if the target uses a hostile action.

IRRADIATE ◆◆ SPELL 3

CONCENTRATE MANIPULATE RADIATION

Traditions arcane, primal
Range 120 feet; **Area** 20-foot burst
Defense Fortitude; **Duration** 1 hour

You rapidly destabilize and decay the atoms around you to create a burst of magically enhanced mild radiation. Creatures in the area must attempt a Fortitude save against mild radiation sickness (*GM Core* 90). This magical radiation uses your spell DC in place of the radiation's normal Fortitude DC, has an immediate onset, and the interval between each stage is 1 round. Technology doesn't gain the glitching condition from the radiation created by this spell.

Heightened (5th) The radiation increases to severe.
Heightened (7th) The radiation increases to extreme.
Heightened (9th) The radiation increases to incredible.

JUMP ◆ SPELL 1

MANIPULATE MOVE

Traditions arcane, primal

Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Heightened (3rd) The range becomes touch, the target changes to one touched creature, and the duration becomes 1 minute, allowing the target to jump as described whenever it takes the Leap action.

KNOCK ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult
Range 30 feet; **Targets** 1 door, lock, or container
Duration 1 minute

You make the target easier to open. *Knock* grants a +4 status bonus to any creature that tries to open the target door, lock, or container with an Athletics or a Thievery check. You can attempt a Thievery check to open the target as part of casting *knock*, and you add your level even if you're untrained.

Knock counteracts *lock*.

LAUGHING FIT ◆◆ SPELL 2

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions arcane, occult
Range 30 feet; **Targets** 1 living creature
Defense Will; **Duration** sustained

The target is overtaken with uncontrollable laughter. It must attempt a Will save.

Critical Success The target is unaffected.
Success The target is plagued with uncontrollable laughter. It can't use reactions.
Failure The target is slowed 1 and can't use reactions.
Critical Failure The target falls prone and can't use actions or reactions for 1 round. It then takes the effects of a failure.

LEVITATE ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, occult
Range touch; **Targets** 1 unattended object or willing creature
Duration 5 minutes

You defy gravity and levitate the target 5 feet off the ground. You can Sustain the spell to move the target up or down 10 feet. A creature floating in the air from *levitate* takes a –2 circumstance penalty to attack rolls. A floating creature can spend an Interact action to stabilize itself and negate this penalty for the remainder of its turn. If the target is adjacent to a fixed object or terrain of suitable stability, it can move across the surface by climbing (if the surface is vertical, like a wall) or crawling (if the surface is horizontal, such as a ceiling). The GM determines which surfaces can be climbed or crawled across.

LIFE SEAL ↺ SPELL 3

CONCENTRATE

Traditions divine, primal
Trigger A creature within range enters an environment that would be harmful to it.
Range 60 feet; **Targets** the triggering creature
Duration 1 minute

A shimmering bubble envelops the target's body, allowing it to breathe normally in a vacuum or other unsafe environment and protecting it from severe temperatures and radiation.

Heightened (7th) You can target up to 5 additional creatures to gain protection against the environment the triggering creature entered. The spell lasts for 8 hours and also protects against extreme temperatures and radiation.

Heightened (10th) You can target up to 10 additional creatures to gain protection against the environment the triggering creature entered. The spell lasts until your next daily preparations and also protects against incredible temperatures and radiation.

LIGHT ◆◆ CANTRIP 1

CANTRIP CONCENTRATE LIGHT MANIPULATE

Traditions arcane, divine, occult, primal
Range 120 feet
Duration until your next daily preparations

You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

Heightened (4th) The orb sheds light in a 60-foot radius (and dim light for the next 60 feet).

LIGHTNING BOLT ◆◆ SPELL 3

CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal

Area 120-foot line

Defense basic Reflex

A bolt of lightning strikes outward from your hand, dealing 4d12 electricity damage with a basic Reflex save.

Heightened (+1) The damage increases by 1d12.

LOCATE SPELL 3

UNCOMMON CONCENTRATE DETECTION MANIPULATE

Traditions arcane, divine, occult

Cast 10 minutes

Range 500 feet; **Targets** 1 specific object or type of object

Duration sustained

You learn the direction to the target (if you picked a specific object, such as "my mother's sword") or the nearest target (if you picked a type of object, such as "swords"). If the target is a specific object, you must have observed it directly with your own senses. If it's a type of object, you still need to have an accurate mental image of the type of object. If there's lead or running water between you and the target, this spell can't locate the object. This means you might find a type of object farther away if the nearest one is behind lead or running water.

Heightened (5th) You can target a specific creature or ancestry instead of an object, but you must have met or seen up close the creature or ancestry you want to target.

LOCK ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Range touch; **Targets** 1 lock, or a door or container with a latch

Duration until your next daily preparations

The target's latch mechanism clinks shut, held fast by unseen magical wards. When you magically lock a target, you set an Athletics and Thievery DC to open it equal to your spell DC or the base lock DC with a +4 status bonus, whichever is higher. Any key or combination that once opened a lock affected by this spell does not do so for the duration of the spell, though the key or combination does grant a +4 circumstance bonus to checks to open the door.

If the target is opened, the spell ends. Assuming the target is not barred or locked in some additional way, you can unlock and open it with an Interact action during which you touch the target. This does not end the spell. You can Dismiss this spell at any time and from any distance.

Heightened (2nd) The duration is unlimited, but you must expend 60 credits worth of precious metals as an additional cost.

LOGIC BOMB ◆◆ SPELL 2

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 computer or item with the tech trait

Duration until the next time you make your daily preparations

You implant a hazard containing a mind-blowing amount of information into the target. The hazard has a Stealth and Disable DC equal to your spell DC and requires one successful Computers check to disable. The first time a creature unsuccessfully attempts to access, destroy, or otherwise manipulate the target (such as using the Computers skill, failing to hit with a Strike, or otherwise), *logic bomb* detonates, and the creature takes 6d6 mental damage with a basic Will save. The spell ends when it's triggered or the duration ends, whichever comes first.

Heightened (+1) The damage increases by 2d6.

MAGIC PASSAGE ◆◆ SPELL 5

UNCOMMON CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Area** 5-foot-wide, 10-foot-tall, 10-foot-deep section of wooden, plaster, or stone wall

Duration 1 hour

You create a visible tunnel through the wall in the chosen area, replacing the area with empty space. If the wall is thicker than 10 feet, the tunnel ends 10 feet in. Even a small layer of metal in the wall prevents this spell from functioning. This spell doesn't reduce the integrity of the structure. When the spell ends, anyone inside the tunnel is shunted to the nearest exit.

Heightened (7th) The tunnel can be up to 20 feet deep. The areas of the wall that contain your tunnel's entrance appear completely normal (unless viewed with *truesight* or a similar effect), despite the tunnel's existence. The tunnel's entrance functions as a solid wall, but you can specify a password or a trigger (page 301), allowing creatures to enter freely.

MANIFESTATION ◆◆◆ SPELL 10

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

You spin secrets from the fundaments of magic, shaping them into a power with nearly unlimited potential. You duplicate a spell of 9th rank or lower of the tradition from which you cast *manifestation*, or a spell of 7th rank or lower from any tradition. Though you can normally choose only spells that are common or to which you have access, the GM might allow broader options.

MASK OF TERROR ◆◆ SPELL 7

CONCENTRATE EMOTION FEAR ILLUSION MANIPULATE MENTAL VISUAL

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

The target appears to be a gruesome and terrifying creature.

The effect is unique to each observer, so a human viewing the target might see a demon with bloody fangs, but a demon observing the target might see a glowing angelic visage.

When any creature attempts a hostile action against the target, the creature must attempt a Will save. It is then temporarily immune until the end of its next turn.

Success The creature is unaffected.

Failure The creature becomes frightened 2 before using its action.

Critical Failure The creature becomes frightened 2, and its action fails and is wasted.

Heightened (8th) You can target up to 5 creatures. If a creature uses a hostile action or reaction that affects multiple targets simultaneously, it needs to attempt only one save against *mask of terror*.

MASSACRE ◆◆ SPELL 9

CONCENTRATE | DEATH | MANIPULATE | VOID

Traditions arcane, divine, primal

Area 60-foot line

Defense Fortitude

You unleash a wave of death to snuff out the life force of those in its path. Each living creature of 17th level or lower in the line must attempt a Fortitude save. If the damage from *massacre* reduces a creature to 0 Hit Points, that creature dies instantly. If *massacre* doesn't kill even a single creature, the void energy hungrily turns backward toward you, dealing an additional 30 void damage to every living creature in the line (even those above 17th level) and 30 void damage to you.

Critical Success The creature is unaffected.

Success The creature takes 9d6 void damage.

Failure The creature takes 100 void damage.

Critical Failure The creature dies.

Heightened (10th) The spell can affect living creatures up to 19th level. Increase the damage to 10d6 on a success, and to 115 on a failure.

MEASURE ◆ CANTRIP 1

CANTRIP | CONCENTRATE

Traditions arcane, divine, occult, primal

Area 200-foot emanation

Duration sustained up to 1 minute

You learn the approximate measurements (length, width, depth, height, and weight) of creatures and objects you can observe in the area. If an object or creature extends out of the area, you learn only the measurements within the area, but nothing about what you can't observe. For example, you can't determine the thickness or weight of a wall you can observe only one side of, or the depth of water that extends beyond the spell's range. Each time you Sustain the spell, you learn the exact measurements of one creature or object in the area, including imprecisions or anomalies that might indicate structural weakness. Magically altered targets give you information that reflects what you observe rather than accurate measurements.

Heightened (+1) Extend the range of *measure* by 100 feet.

MENDING SPELL 1

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Cast 10 minutes

Range touch; **Targets** non-magical object of light Bulk or less

You repair the target item. You restore 5 Hit Points per spell rank to the target, potentially removing the broken condition if this repairs it past the item's Broken Threshold. You can't replace lost pieces or repair an object that's been completely destroyed.

Heightened (2nd) You can target a non-magical object of 1 Bulk or less.

Heightened (3rd) You can target a non-magical object of 2 Bulk or less, or a magical object of 1 Bulk or less.

MESSAGE ◆ CANTRIP 1

AUDITORY | CANTRIP | CONCENTRATE | ILLUSION | LINGUISTIC | MENTAL | SUBTLE

Traditions arcane, divine, occult

Range 120 feet; **Targets** 1 creature

Duration see below

You mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

Heightened (3rd) The spell's range increases to 500 feet.

METAMORPHOSIS ◆◆ SPELL 9

CONCENTRATE | MANIPULATE | POLYMORPH

Traditions arcane, primal

Duration 1 minute

Harnessing your mastery of transformative magic, you hide forms within forms. You transform yourself into any form you could choose with a polymorph spell in your spell repertoire or that you could prepare of 8th-rank or lower (including any 8th-rank or lower heightened versions of spells you know). You gain 40 temporary Hit Points rather than the amount normally granted by the form.

You can Sustain the spell to enter a new form you haven't used during this *metamorphosis*. This replenishes your temporary Hit Points from this spell.

MIND PROBE SPELL 5

UNCOMMON | CONCENTRATE | LINGUISTIC | MANIPULATE | MENTAL

Traditions arcane, occult

Cast 1 minute

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

You cast your thoughts through a creature's mind, sifting for information. You access the target's memories and knowledge unless it fends you off with a Will save.

Success The target is unaffected.

Failure Each round of the spell's duration, you can Sustain the spell to ask a different question and attempt to uncover the answer. For each question, the target can attempt a Deception check against your spell DC; if the target succeeds, you don't learn the answer, and on a critical success, the target gives you a false answer that you believe is truthful. Once you've asked the target a given question, asking it again, even with a separate casting of *mind probe*, produces the same result.

Critical Failure As failure, and the target takes a –4 circumstance penalty to Deception checks against your questions.

MIND READING ◆◆ SPELL 3

UNCOMMON CONCENTRATE DETECTION MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round or sustained up to 1 minute

With a cursory mental touch, you attempt to read the target's mind. It must attempt a Will save. The target then becomes temporarily immune to your *mind reading* for 1 hour.

Critical Success The target perceives vague surface thoughts from you when you Cast the Spell.

Success You find out whether the target's Intelligence modifier is higher than, equal to, or lower than yours.

Failure You perceive vague surface thoughts from the target when you Cast the Spell, and you find out whether its Intelligence is higher than, equal to, or lower than yours.

Critical Failure As failure, and for the duration of the spell, you can Sustain the spell to detect the target's surface thoughts again. The target doesn't receive any additional saves.

MIND SKEWER ◆◆ SPELL 1

CONCENTRATE MANIPULATE MENTAL

Traditions divine, occult

Range 60 feet; **Targets** 1 creature

Defense basic Will

You overload a creature's mind with a glut of psychic information or divine judgments. The mental onslaught deals 2d6 mental damage. On a critical failure, the target is also stupefied 2 for 1 round.

Heightened (+1) The damage increases by 2d6.

MINDLINK ◆◆ SPELL 1

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, occult

Range touch; **Targets** 1 willing creature

You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

MISLEAD ◆◆ SPELL 6

CONCENTRATE ILLUSION MANIPULATE

Traditions arcane, occult

Duration sustained up to 1 minute

You turn yourself invisible and create an illusory duplicate of yourself. When you Sustain the spell, you can mentally dictate a course of action for your duplicate to follow that round. Your duplicate acts as though it had your full number of actions, though it can't actually affect anything in the environment. Both the duplicate and your invisibility persist for the spell's duration. Performing a hostile action doesn't end *mislead*'s invisibility, just like a 4th-rank *invisibility* spell. A creature that determines the duplicate is an illusion doesn't necessarily know you're invisible, and one that can see your invisible form doesn't necessarily know your duplicate is an illusion.

If you Cast a Spell, attack, or otherwise interact with another creature, as a part of that action you can attempt a Deception check against observers' Perception DCs to convince them your duplicate used that action. This doesn't fool anyone who's aware your duplicate is an illusion, nor does it work if the attack obviously couldn't have come from the duplicate. For instance, if you fired a ray, you could make it look like it came from the duplicate as long as the duplicate was positioned appropriately, but if you attacked with a sword and your duplicate was across the room from the target, your Deception check would automatically fail.

MIST ◆◆◆ SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You call forth a cloud of mist. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. You can Dismiss the cloud.

MOMENT OF RENEWAL ◆◆ SPELL 8

CONCENTRATE HEALING MANIPULATE

Traditions divine, primal

Range touch; **Targets** up to 6 creatures

The targets experience a day's worth of recovery in an instant. Any detrimental effects that would be gone after 24 hours end, though this doesn't shorten the duration of any active spells affecting the targets. The targets regain Hit Points and recover from conditions as if they had taken 24 hours of rest, but they do not make their daily preparations again or gain any benefits of rest other than healing. The targets are then temporarily immune for 1 day.

MONSTROSITY FORM ◆◆ SPELL 8

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 1 minute

You transform into the shape of a legendary monster, assuming a Huge battle form. When you Cast this Spell, choose dust manta, nyssholora, or space worm. While in one of these forms, you gain the beast trait. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose.

- AC = 20 + your level. Ignore your armor's check penalty and Speed reduction.
- 20 temporary Hit Points.
- Darkvision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +28, and you use the listed damage. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +30, unless your own is higher.

You gain specific abilities based on the monster you choose:

- **Dust Manta** Speed 15 feet, burrow 40 feet; **Melee** ◆ stinger (agile, finesse, reach 15 feet), **Damage** 2d6+12 piercing plus 4d4 persistent poison; **Burrowing Charge** ◆◆ (move) You Burrow up to twice your burrow Speed, then Leap vertically up to 25 feet high, making a stinger Strike against a creature at any point during the jump. After the Leap, you fall to the ground, but take no damage from the fall if you land on dirt or sand.
- **Nyssholora** Speed 40 feet; **Melee** ◆ jaws (reach 10 feet), **Damage** 2d12+20 piercing; **Melee** ◆ phasic blade (razing, reach 15 feet), **Damage** 2d10+13 sonic plus phasic strike; **Ranged** ◆ tail scourge discharge (range increment 120 feet), **Damage** 7d6 electricity; **Phasic Flurry** ◆◆◆ (move, traversal) You Stride up to your Speed, then make a phasic blade Strike against each creature within reach. Each attack counts toward your multiple attack penalty, but don't increase the penalty until all these attacks have been made; **Phasic Strike** Your phasic blade Strikes treat any object or construct they hit as if it had half as much Hardness as usual.
- **Space Worm** Speed 40 feet, burrow 40 feet, swim 40 feet; **Melee** ◆ jaws (reach 15 feet), **Damage** 2d12+20 piercing; **Melee** ◆ tongue (finesse, reach 30 feet), **Effect** tongue grab; **Tongue Grab** A creature hit by your tongue becomes grabbed by you. The creature isn't immobilized, but it can't move beyond the reach of your tongue. A creature can sever the tongue with a Strike against your AC that deals at least 30 slashing damage. This deals no damage to you but prevents you from using your tongue Strike until you regrow your tongue, such as by casting the spell again later.

Heightened (9th) You instead gain AC = 22 + your level, 25 temporary HP, attack modifier +31, increase damage by one damage die, and Athletics +33.

MOTIVATING RINGTONE ◆◆ SPELL 1

AUDITORY | CONCENTRATE | EMOTION | HEALING | MANIPULATE | SUBTLE

Traditions divine, occult

Requirements You have a comm unit, used as a locus, and the contact info of the target.

Range 120 feet; **Targets** 1 comm unit

Duration 1 minute

You cause the target comm unit to play a cosmically composed personal theme song specific to its owner. The creature who owns the target comm unit regains 1d8+4 Hit Points when you Cast the Spell, a +5-foot status bonus to all Speeds, and a +1 status bonus to saves against fear effects for the duration as long as the comm unit continues to play the ringtone.

Heightened (+1) The amount of healing increases by 1d8+4.

MOUNTAIN RESILIENCE ◆◆ SPELL 4

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature

Duration 20 minutes

The target's skin hardens like the stone of a mountain face. It gains resistance 5 to physical damage, except adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, *mountain resilience*'s duration decreases by 1 minute.

Heightened (6th) The resistance increases to 10.

Heightened (8th) The resistance increases to 15.

Heightened (10th) The resistance increases to 20.

MYSTIC ARMOR ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Duration until your next daily preparations

You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing *mystic armor*, you use your unarmored proficiency to calculate your AC.

Heightened (4th) You gain a +1 item bonus to saving throws.

Heightened (6th) The item bonus to AC increases to +2, and you gain a +1 item bonus to saving throws.

Heightened (8th) The item bonus to AC increases to +2, and you gain a +2 item bonus to saving throws.

Heightened (10th) The item bonus to AC increases to +3, and you gain a +3 item bonus to saving throws.

NATURE INCARNATE ◆◆ SPELL 10

UNCOMMON | CONCENTRATE | MANIPULATE | POLYMORPH

Traditions primal

Duration 1 minute

The primal power of the world flows through you. You transform into an incarnation of nature, either a gwereiad queen or a kyokor. Your battle form is Medium for a gwereiad queen or Gargantuan (30-foot-by-30-foot space) for a kyokor. While in this form, you gain the fey trait (for a gwereiad queen) or the beast trait (for a kyokor). You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose.

- AC = 25 + your level. Ignore your armor's check penalty and Speed reduction.
- 30 temporary Hit Points.
- Darkvision.
- One or more attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +34, and you use the listed damage. These attacks

are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.

- Athletics modifier of +36, unless your own is higher.

You gain specific abilities based on the incarnation you choose:

- **Gwereiad Queen** Speed 25 feet, fly 40 feet; **Melee** ◆ gravity fist (agile, finesse, magical, reach 30 feet), **Damage** 6d8+12 bludgeoning plus knockdown; **Ranged** ◆ particle jet (range 100 feet), **Damage** 3d6+3 bludgeoning plus 3d6+3 fire; **Singularity Field** (aura, primal) 60 feet. Enemies that end their turn in the area must succeed at a Reflex save against your spell DC or be pulled 5 feet toward you (10 feet on a critical failure).
- **Kyokor** Speed 50 feet; resistance 5 to physical damage; **Melee** ◆ jaws (reach 30 feet), **Damage** 6d10+10 piercing; **Melee** ◆ claws (agile, reach 30 feet), **Damage** 6d8+8 slashing; **Melee** ◆ foot (agile, reach 15 feet), **Damage** 6d6+10 bludgeoning; **Unstoppable** You are immune to being immobilized and ignore difficult terrain and greater difficult terrain; **Demolish Structures** When you damage a structure with your jaws, claws, or foot Strikes, you deal an additional 6d10 damage.

NATURE'S PATHWAY SPELL 5

UNCOMMON CONCENTRATE MANIPULATE MENTAL PLANT TELEPORTATION

Traditions primal

Cast 1 minute

You step into a living tree with a trunk big enough for you to fit inside it and instantly teleport to any tree within 5 miles that also has a sufficiently large trunk. Once you enter the first tree, you instantly know the rough locations of other sufficiently large trees within range and can exit from the original tree, if you prefer. You can't carry extradimensional spaces with you; if you attempt to do so, the spell fails.

Heightened (6th) The tree you exit can be up to 50 miles away.

Heightened (8th) The tree you exit can be up to 500 miles away.

Heightened (9th) The tree you exit can be anywhere on the same planet.

NEVER MIND ◆◆ SPELL 6

CONCENTRATE CURSE INCAPACITATION MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You drastically reduce the target's mental faculties. The target must attempt a Will save. The effects of this curse can be removed only through effects that target curses.

Critical Success The target is unaffected.

Success The target is stupefied 2 for 1 round.

Failure The target is stupefied 4 with an unlimited duration.

Critical Failure The target's intellect is permanently reduced below that of an animal, and it treats its Charisma, Intelligence, and Wisdom modifiers as –5. It loses all class abilities that require mental faculties, including all spellcasting. If the target is a PC, they become an NPC under the GM's control.

NEW GAME ◆◆◆ SPELL 10

CONCENTRATE EXTRADIMENSIONAL MANIPULATE

Traditions arcane

Requirements You have access to a computer with a vidgame installed on it, which can be one designed for this spell, used as a locus.

Range 120 feet; **Targets** varies

Duration 1 minute

You draw creatures into a vidgame, digitizing their bodies and minds, including equipment, to play in virtual reality. The genre of the game and effect of the spell depend on who you target when you cast it. Any creature targeted by this spell becomes immune to it for 24 hours, no matter what genre they experience.

- If you cast the spell targeting yourself and any number of willing allies, the targets enter a relaxing slice-of-life social simulation game where they can perform up to 1 hour of activities for the duration of the spell, including Refocusing, Repairing items, or simply evading an enemy by hiding in this virtual extradimensional space.
- If you cast this spell targeting yourself or one willing ally, and one enemy, the targets enter a PvP game and are instructed to fight, using their current initiative. For the duration of the spell, either creature can manipulate fate once on each of its turns. This allows it to either roll twice and take the higher result on an attack roll or skill check it attempts against its opponent (a fortune effect) or force the opponent to roll twice on a saving throw against one of its abilities and take the lower result (a misfortune effect). The GM might decide that other genres of games exist that add additional rules or subsystems to resolving the spell. The spell ends if either target becomes unable to act or if they both agree to cease hostilities. Any results of the game, such as damage or conditions, persist after the game is over. If a player dies in this game, they die in real life.
- If you cast this spell targeting one enemy, the target enters a PvE or puzzle game that traps them until they can complete the game. Once each turn, the target can spend 1 action to attempt a Computers or Perception check against your spell DC to escape the game. Teleportation magic doesn't help the creature escape unless the magic can transport someone into or out of a virtual space. When the spell ends, either because the target escaped or the duration ran out, the target returns to the space it occupied when it was digitized, or to the nearest space if the original is now filled. The GM might decide that other genres of games allow for different skill checks but should only do so if the target has proficiency in the listed skill.

Critical Success The target completes the game and the spell ends.

Success The target makes progress toward completing the game. If the target already made progress, it completes the game and the spell ends.

Failure The target makes no progress toward completing the game.

Critical Failure The target loses the game and has to start over. It loses all progress it made.

NIGHTMARE SPELL 4

CONCENTRATE ILLUSION MANIPULATE MENTAL

Traditions arcane, occult

Cast 10 minutes

Range planetary; **Targets** 1 creature you know by name

Defense Will; **Duration** 1 day

You send disturbing nightmares to your target. The next time the target falls asleep, it must attempt a Will save. If you know the target only by name and have never met them, the target gets a +4 circumstance bonus to the Will save.

Critical Success The target is unaffected and is temporarily immune for 1 week.

Success The target has the nightmares but has no adverse effects other than unpleasant memories.

Failure The target has the nightmares and awakens fatigued.

Critical Failure The target has the nightmares, awakens fatigued, and is drained 2 until it is no longer fatigued.

NOISE BLAST ◆◆ SPELL 2

CONCENTRATE MANIPULATE SONIC

Traditions arcane, divine, occult

Range 30 feet; **Area** 10-foot burst

Defense Fortitude

A cacophonous noise blasts out, dealing 2d10 sonic damage. Each creature must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage, is deafened for 1 minute, and is stunned 1.

Heightened (+1) The damage increases by 1d10.

OAKEN RESILIENCE ◆◆ SPELL 2

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

The target's skin becomes tough, with a consistency like bark or wood. The target gains resistance 2 to bludgeoning and piercing damage and weakness 3 to fire. After the target takes fire damage, it can Dismiss the spell as a free action triggered by taking the damage; doing so doesn't reduce the fire damage the target was dealt.

Heightened (+2) The resistances increase by 2, and the weakness increases by 3.

ONE WITH PLANTS ◆◆ SPELL 2

CONCENTRATE MANIPULATE PLANT POLYMORPH WOOD

Traditions primal

Duration 10 minutes or 8 hours

You can either transform into a plant or merge with plant matter. While transformed, you can't move or affect anything outside the plant, but you can cast spells as long as they don't require line of effect beyond the plant. You can Dismiss this spell.

- **Merge with Plants** The spell's duration is 10 minutes. While casting the spell, you must touch a plant with enough volume to fit you and your possessions or the spell is disrupted. While merged, you can hear, but not see, what's going on outside the plant. If the plant takes damage while you're inside it, you're expelled from the plant and take 10d6 damage. *Magic passage* expels you without dealing damage. The spell ends if you're ever outside the plant.
- **Turn into a Plant** The spell's duration is 8 hours. You become a Large plant—typically a tree. Perception checks don't reveal your true nature, but a successful Nature or Survival check against your spell DC reveals that you appear to be a plant that is strangely new to the area. While in this form, you can observe everything around you, using your normal senses. As a plant, your AC is 20, and only status bonuses, status penalties, circumstance bonuses, and circumstance penalties affect you. Any successes and critical successes you roll on Reflex saves are failures.

ONE WITH STONE ◆◆ SPELL 3

CONCENTRATE EARTH MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 10 minutes or 8 hours

You can either transform into a stone or merge with stone. This spell has the same effects as *one with plants*, but lets you merge with or turn into stone. A stone you turn into has AC 23. You can Dismiss this spell.

OUTCAST'S CURSE ◆◆ SPELL 4

CONCENTRATE CURSE MANIPULATE MENTAL MISFORTUNE

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Defense Will

You afflict the target with a curse that makes its presence abrasive and off-putting. The target must attempt a Will save.

Critical Success The target is unaffected.

Success For 10 minutes, the target must roll twice and use the worse result whenever attempting a Deception, Diplomacy, Intimidation, or Performance check, and creatures they encounter have an initial attitude toward them of one step worse (for instance, unfriendly instead of indifferent).

Failure As success, but the effect is permanent.

Critical Failure As failure, and creatures that the target encounters have an initial attitude toward them of two steps worse.

OVERHEAT ◆◆ SPELL 1

CONCENTRATE FIRE MANIPULATE

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature

Defense basic Reflex

You vent heat toward a nearby target. You deal 2d6 fire damage to the target. On a failed save, the target's held equipment becomes hot to the touch for the next round. Unless the target drops its currently held equipment at the start of its turn, it takes 3 fire damage.

Heightened (+1) The damage increases by 2d6. Increase the damage of touching affected objects by 3.

OVERLOAD SYSTEMS ◆◆ SPELL 5

CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal

Area 60-foot cone

Defense Reflex

You flood the area with a wave of electrical interference. You deal 7d8 electricity damage to creatures in the area. Each creature in the area must attempt a Reflex save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage, and any of its items with the tech trait become glitching 1 for 1 minute or until the condition is removed.

Critical Failure The target takes double damage, and any of its items with the tech trait become glitching 2 for 1 minute or until the condition is removed.

Heightened (+1) The damage increases by 1d8.

PARALYZE ◆◆ SPELL 3

CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You block the target's motor impulses before they can leave its mind, freezing target in place. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target is stunned 1.

Failure The target is paralyzed for 1 round.

Critical Failure The target is paralyzed for 4 rounds. At the end of each of its turns, it can attempt a new Will save to reduce the remaining duration by 1 round, or end it entirely on a critical success.

Heightened (7th) You can target up to 10 creatures.

PARANOIA ◆◆ SPELL 2

CONCENTRATE ILLUSION MANIPULATE MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You cause the target to see all other creatures as dire threats. The target is stricken by intense paranoia toward all creatures around it and must attempt a Will save.

Critical Success The target is unaffected.

Success The target believes everyone it sees is a potential threat. It becomes unfriendly to all creatures to which it wasn't already hostile, even those that were previously allies. It treats no one as an ally. The spell ends after 1 round.

Failure As success, but the effect lasts 1 minute.

Critical Failure As failure, except the target believes that everyone it sees is a mortal enemy. It uses its reactions and free actions against everyone, regardless of whether they were previously its allies, as determined by the GM. It otherwise acts as rationally as it normally does and likely prefers to attack creatures that are actively attacking or hindering it over those leaving it alone.

Heightened (6th) You can target up to 5 creatures.

PEACEFUL BUBBLE SPELL 4

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch; **Area** 100-foot burst

Duration 24 hours

An opaque shell of drifting, iridescent runes covers the area, creating a bubble. You can choose to make the burst smaller, in 10-foot increments. The runes don't block travel, but those inside the bubble can't perceive those outside it and vice versa. Detection and scrying effects are likewise blocked.

Creatures sleeping within the bubble are immune to dreams sent by spells. Those sleeping 8 hours reduce their doomed condition by 2 instead of 1.

PEACEFUL REST ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 corpse

Duration until your next daily preparations

The targeted corpse doesn't decay, nor can it be transformed into an undead. If the corpse is subject to a spell that requires the corpse to have died within a certain amount of time (for example, *raise dead*), do not count the duration of *peaceful rest* against that time. This spell also prevents ordinary bugs and pests (such as maggots) from consuming the body.

Heightened (5th) The spell's duration is unlimited, but the spell takes one more action to cast and requires a cost (embalming fluid worth 60 credits).

PERSONAL GRAVITY ◆◆ SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, occult, primal

Duration 1 hour

You alter gravity's effects on you. You treat gravity as if it were your choice of one step higher or lower (for example, if you were in an area of low gravity, you could choose either standard gravity or zero-g). While the spell is active, you reduce the distance of any forced movement that would affect you by 5 feet (minimum 0 feet), and you ignore being clumsy and untethered because of gravity effects on you. You can Dismiss the spell.

PEST FORM ◆◆ SPELL 1

CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, primal

Duration 10 minutes

PHANTASMAL MINION STATISTICS

PHANTASMAL MINION CREATURE –1

MEDIUM FORCE MINDLESS

Perception +0; darkvision

Languages none (understands its creator)

Skills Stealth +8

Str –4, **Dex** +2, **Con** +0, **Int** –5, **Wis** +0, **Cha** +0

Force Body A phantasmal minion's body is made of magical force. It can't use attack actions. Though it has no physical weight, it can move and use Interact actions to do things such as fetch objects, open unstuck or unlocked doors, hold chairs, and clean. It can't pass through solid objects.

AC 13; **Fort** +0, **Ref** +4, **Will** +0

HP 4; **Immunities** disease, mental, non-magical attacks, paralysis, poison, precision, spirit, unconscious; **Resistances** all damage 5 (except force or *ghost touch*)

Speed fly 30 feet

You transform into the battle form of a Tiny animal, such as a cat, insect, lizard, or rat. You can decide the specific type of animal (such as a squox or praying mantis), but this has no effect on your Size or statistics. While in this form, you gain the animal trait, and you can't make Strikes. You can Dismiss the spell.

You gain the following statistics and abilities:

- AC = 15 + your level. Ignore your armor's check penalty and Speed reduction.
- Speed 20 feet.
- Weakness 5 to physical damage. (If you take physical damage in this form, you take 5 additional damage.)
- Low-light vision and imprecise scent 30 feet.
- Acrobatics and Stealth modifiers of +10, unless your own is higher; Athletics modifier –4.

Heightened (4th) You can turn into a flying creature, such as a bird, which grants you a fly Speed of 20 feet.

PETRIFY ◆◆ SPELL 6

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature made of organic material

Defense Fortitude; **Duration** varies

The target's body slowly turns into a stone statue. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round as stone begins to form on their body.

Failure The target is slowed 1 and must attempt a Fortitude save at the end of each of its turns; this ongoing save has the incapacitation trait. On a failed save, the slowed condition increases by 1 (or 2 on a critical failure) as stone growths creep across their body. A successful save reduces the slowed condition by 1. When a creature becomes fully unable to act due to the slowed condition from *petrify*, the spell then ends in a flash of gray light, leaving the target petrified permanently as they become a statue. The spell also ends if the slowed condition is removed, which causes the stone to break off harmlessly.

Critical Failure As failure, but the target is initially slowed 2.

PHANTASMAGORIA ◆◆ SPELL 9

CONCENTRATE DEATH ILLUSION MANIPULATE MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** any number of creatures

Defense Will

You fill the targets' minds with endless images, like countless dreams and lives colliding with each other. The onrushing information deals 16d6 mental damage to each target, depending on its Will save.

Critical Success The target is unaffected.

Success The target takes half damage and can't use reactions until the start of your next turn.

Failure The target takes full damage and is confused until the start of your next turn.

Critical Failure The target takes double damage and is confused for 1 minute.

PHANTASMAL CALAMITY ◆◆ SPELL 6

CONCENTRATE ILLUSION MANIPULATE MENTAL

Traditions arcane, occult

Range 500 feet; **Area** 30-foot burst

Defense Will

A vision of apocalyptic destruction fills the mind of each creature in the area. The vision deals 11d6 mental damage (basic Will save). On a critical failure, the creature must also succeed at a Reflex save or believe it's trapped (stuck in a fissure, adrift at sea, or some other fate in keeping with its vision). If it fails the second save, it's also stunned for 1 minute. It can attempt a new Will save at the end of each of its turns, and on a success, it disbelieves the illusion and recovers from the stunned condition.

Heightened (+1) The damage increases by 2d6.

PHANTASMAL FLEET ◆◆ SPELL 8

CONCENTRATE ILLUSION MANIPULATE MENTAL

Traditions arcane, occult

Range 500 feet; **Area** 60-foot burst

Defense Will

A menacing vision of a fleet of hostile starships fills the mind of each creature in the area. The ships appear to be 1,000 feet overhead bombarding the ground with laser fire. The vision deals 10d8 mental damage with a basic Will save. On a critical failure, the target also believes it's being pursued and moves to take cover. It must spend an action to Take Cover on each of its turns, which may require it to first move to a new space or Drop Prone. It can attempt a new Will save at the end of each of its turns, and on a success, it disbelieves the phantasm and stops being forced to Take Cover.

Phantasmal Fleet

PHANTASMAL MINION ◆◆◆ SPELL 1

CONCENTRATE | MANIPULATE | SUMMON

Traditions arcane, occult
Range 60 feet
Defense Will; **Duration** 1 minute

You summon a phantasmal minion (see the sidebar on page 350). The minion is roughly the shape of a humanoid. You can choose to have it be invisible or have an ephemeral appearance, but it's obviously a magical effect, not a real creature.

PHANTOM PAIN ◆◆ SPELL 1

CONCENTRATE | ILLUSION | MANIPULATE | MENTAL | NONLETHAL

Traditions occult
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** 1 minute

Illusory pain wracks the target, dealing 2d4 mental damage and 1d4 persistent mental damage with a Will save.

Critical Success The target is unaffected.

Success The target takes full initial damage but no persistent damage, and the spell ends immediately.

Failure The target takes full initial and persistent damage, and the target is sickened 1. If the target recovers from being sickened, the persistent damage ends and the spell ends.

Critical Failure As failure, but the target is sickened 2.

Heightened (+1) The damage increases by 2d4 and the persistent damage by 1d4.

PINPOINT SPELL 8

UNCOMMON | CONCENTRATE | DETECTION | MANIPULATE

Traditions arcane, divine, occult
Cast 10 minutes
Range unlimited; **Targets** 1 creature or object

You learn the name of the target's exact location (including the building, community, and country) and plane of existence. You can target a creature only if you've seen it in person, have one of its significant belongings, or have a piece of its body, such as a lock of hair. To target an object, you must have touched it or have a fragment of it. *Pinpoint* automatically overcomes protections against detection effects of lower rank than this spell, even if they would normally have a chance to block it.

PLANAR PALACE SPELL 7

UNCOMMON | CONCENTRATE | EXTRADIMENSIONAL | MANIPULATE

Traditions arcane, occult
Cast 1 minute
Range 30 feet
Duration until your next daily preparations

You grow an extradimensional demiplane consisting of a spacious dwelling with a single entrance. The entrance connects to the plane where you Cast the Spell, appearing anywhere within the spell's range as a faint, shimmering, vertical rectangle 5 feet wide and 10 feet high. You designate who can enter when you Cast the Spell. Once inside, you can shut the entrance, making it invisible. You and the creatures you designated can reopen the door at will.

Inside, the demiplane appears to be a mansion featuring a magnificent foyer and numerous opulent chambers. The mansion can have any floor plan you imagine as you Cast the Spell, provided it fits within a space 40 feet wide, 40 feet deep, and 30 feet tall. While the entrance to the mansion is closed, effects from outside the mansion fail to penetrate it, and vice versa, except for *interplanar teleport*, which can be used to enter the mansion. You can use scrying magic and similar effects to observe the outside only if they're capable of crossing planes.

A staff of up to 24 servants attends to anyone within the mansion. These are like the servant created by the *phantasmal minion* spell, though they're visible, with an appearance you determine during casting. The mansion is stocked with enough food to serve a nine-course banquet to 150 people.

PLANAR SEAL ◆◆ SPELL 7

UNCOMMON | CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult

Range 120 feet; **Area** 60-foot burst

Duration until your next daily preparations

You create a visible magical barrier that attempts to counteract teleportation effects and planar travel into or out of the area, including items that allow access to extradimensional spaces. *Planar seal* tries to counteract any attempt to summon a creature into the area but doesn't stop the creature from departing when the summoning ends.

PLANAR TETHER ◆◆ SPELL 4

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You stitch the target to its current plane. While the target is affected by *planar tether*, the spell attempts to counteract any teleportation effect that would move the target, or any effect that would transport it to a different plane. *Planar tether*'s duration is determined by the target's Will save.

Critical Success The target is unaffected.

Success The duration is 1 minute.

Failure The duration is 10 minutes.

Critical Failure The duration is 1 hour.

PLANT FORM ◆◆ SPELL 5

CONCENTRATE | MANIPULATE | PLANT | POLYMORPH | WOOD

Traditions primal

Duration 1 minute

Taking inspiration from verdant creatures, you transform into a Large plant battle form. When you Cast this Spell, choose a listed battle form. You can substitute a similar specific plant to turn into (such as a pitcher plant instead of a flytrap), but this has no effect on the form's Size or statistics. While in this form, you gain the plant trait. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose.

- AC = 19 + your level. Ignore your armor's check penalty and Speed reduction.
- 12 temporary Hit Points.
- Resistance 10 to poison.
- Low-light vision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +17, and your damage bonus is +11. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +19, unless your own is higher.

You gain specific abilities based on the plant you choose:

- **Moonflower** Speed 30 feet; resistance 10 to electricity; **Melee** ◆ bite (reach 15 feet), **Damage** 2d10 piercing; **Melee** ◆ root (reach 15 feet), **Damage** 2d8 bludgeoning, and you can spend an action after a hit to Grab the target.
- **Void Palm** Speed 15 feet; resistance 10 to poison; **Melee** ◆ void frond (reach 10 feet), **Damage** 2d8 slashing

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Heightened (6th) Your battle form is Huge, and the reach of your attacks increases by 5 feet. You instead gain AC = 22 + your level, 24 temporary HP, attack modifier +21, damage bonus +16, and Athletics +22.

POCKET VACUUM ◆◆ SPELL 6

CONCENTRATE | MANIPULATE

Traditions arcane, divine, primal

Range 120 feet; **Area** 20-foot burst

Defense basic Fortitude; **Duration** 1 minute

You create a sudden vacuum, forcing creatures in the area to hold their breath (page 429) or fall unconscious and start suffocating. The explosive decompression deals 5d12 bludgeoning damage to each creature in the area when the spell is cast or that enters the area during the duration (unless they were already in a vacuum), with a basic Fortitude save. Creatures who critically fail the save are also knocked prone.

Heightened (+1) The damage increases by 1d12.

POSSESSION ◆◆ SPELL 7

UNCOMMON | CONCENTRATE | INCAPACITATION | MANIPULATE | MENTAL | POSSESSION

Traditions occult

Range 30 feet; **Targets** 1 living creature

Defense Will; **Duration** 1 minute

You send your mind and soul into the target's body, attempting to take control. The target must attempt a Will save. If you want to exert less control over the target, you can choose to use the effects of any degree of success more favorable to the target.

While you're possessing a target, your own body is unconscious and can't wake up normally. You can sense everything the possessed target does. You can Dismiss this spell. If the possessed body dies, the spell ends and you must succeed at a Fortitude save against your spell DC or be paralyzed for 1 hour, or 24 hours on a critical failure. If the spell ends during an encounter, you act just before the possessed creature's initiative.

Critical Success The target is unaffected.

Success You possess the target but can't control it. You ride along in the body while the spell lasts.

Failure You possess the target and take partial control of it. You no longer have a separate turn; instead, you might control the target. At the start of each of the target's turns, it attempts another Will save. If it fails, it's controlled by you on that turn; if it succeeds, it chooses its own actions; and if it critically succeeds, it forces you out and the spell ends.

Critical Failure You possess the target fully, and it can only watch as you manipulate it like a puppet. The target is controlled by you.

Heightened (9th) The duration is 10 minutes, and you can physically enter the creature's body, protecting your physical body while the spell lasts.

PRESTIDIGITATION ◆◆ CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Range 10 feet; **Targets** 1 object (cook, lift, or tidy only)

Duration sustained

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the spell. Each time you Sustain the spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or locus or cost for a spell.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object at 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the spell.

PROJECT IMAGE ◆◆ SPELL 7

CONCENTRATE | ILLUSION | MANIPULATE | MENTAL

Traditions arcane, occult

Range 30 feet

Duration sustained up to 1 minute

You project an illusory image of yourself. You must stay within range of the image, and if at any point you can't see the image, the spell ends. Whenever you Cast a Spell other than one whose area is an emanation, you can cause the spell effect to originate from either yourself or the image. Because the image is an illusion, it can't benefit from spells, though visual manifestations of the spell appear. The image has the same AC and saves as you. If it is hit by an attack or fails a save, the spell ends.

Heightened (+2) The maximum duration you can Sustain the spell increases to 10 minutes.

PROMESSION ◆◆ SPELL 6

ATTACK | COLD | CONCENTRATE | DEATH | MANIPULATE | SONIC

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature or unattended object

Defense AC and Fortitude

You flash freeze a target then send subsonic waves through it, potentially reducing it into fine powder. Make a spell attack against the target. If you hit a target, the target takes 6d8 cold damage and must attempt a Fortitude save. If you critically hit, the target gets a result one degree of success worse than it rolled on its Fortitude save. A creature reduced to 0 Hit Points is blasted to fine powder; its gear remains.

Critical Success The target is unaffected by further damage.

Success The target takes an additional 3d8 sonic damage.

Failure The target takes an additional 6d8 sonic damage.

Critical Failure The target takes an additional 12d8 sonic damage.

Heightened (+1) The cold and sonic damage each increase by 1d8.

PROTECTION ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions divine, occult

Range touch; **Targets** 1 willing creature

Duration 1 minute

You ward a creature against harm. The target gains a +1 status bonus to Armor Class and saving throws.

Heightened (3rd) You can choose to have the benefits also affect all your allies in a 10-foot emanation around the target.

PUMMELING RUBBLE ◆◆ SPELL 1

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense Reflex

A spray of heavy rocks flies through the air in front of you. The rubble deals 2d4 bludgeoning damage to each creature in the area. Each creature must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

Heightened (+1) The damage increases by 2d4.

PUNISHING WINDS ◆◆◆ SPELL 8

AIR | CONCENTRATE | MANIPULATE

Traditions primal

Range 100 feet; **Area** 30-foot radius, 100-foot-tall cylinder

Duration sustained up to 1 minute

Violent winds and a powerful downdraft fill the area, forming a cyclone. All flying creatures in the area descend 40 feet. The entire area is greater difficult terrain for Flying creatures, and difficult terrain for creatures on the ground or Climbing. Any creature that ends its turn Flying within the area descends 20 feet. Any creature pushed into a surface by this spell's winds takes bludgeoning damage as though it had fallen.

The squares at the outside vertical edges of the cylinder prevent creatures from leaving. These squares are greater difficult terrain, and a creature attempting to push through must succeed at an Athletics check or Acrobatics check to Maneuver in Flight against your spell DC to get through. A creature that fails ends its current action but can try again.

RAISE DEAD SPELL 6

UNCOMMON CONCENTRATE HEALING MANIPULATE

Traditions divine

Cast 10 minutes; **Cost** gemstones worth a total value of the target's level (minimum 1) × 2,000 credits

Range 10 feet; **Targets** 1 dead creature of 13th level or lower

You attempt to call forth the dead creature's soul, requiring the creature's body to be present and relatively intact. The creature must have died within the past 3 days. If Pharasma has decided that the creature's time has come (at the GM's discretion), or if the creature doesn't wish to return to life, this spell automatically fails, but the cost isn't consumed in the casting.

If the spell is successful, the creature returns to life with 1 Hit Point, no spells prepared or spell slots available, no points in any pools or any other daily resources, and still with any long-term debilitations of the old body. The time spent in the Boneyard leaves the target temporarily debilitated, making it clumsy 2, drained 2, and enfeebled 2 for 1 week; these conditions can't be removed or reduced by any means until the week has passed. The creature is also permanently changed by its time in the afterlife, such as a slight personality shift, a streak of white in the hair, or a strange new birthmark.

Heightened (7th) The maximum level of the target increases to 15. The cost increases to the target's level (minimum 1) × 4,000 credits.

Heightened (8th) The maximum level of the target increases to 17. The cost increases to the target's level (minimum 1) × 8,000 credits.

Heightened (9th) The maximum level of the target increases to 19. The cost increases to the target's level (minimum 1) × 16,000 credits.

Heightened (10th) The maximum level of the target increases to 21. The cost increases to the target's level (minimum 1) × 32,000 credits.

READ AURA CANTRIP 1

CANTRIP CONCENTRATE DETECTION MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 minute

Range 30 feet; **Targets** 1 object

You focus on the target object, opening your mind to perceive magical auras. When the casting is complete, you know whether that item is magical. You or anyone you advise about the aura gains a +2 circumstance bonus to Identify Magic on the item. If the object is illusory, you detect this only if the effect's rank is lower than the rank of your *read aura* spell.

Heightened (3rd) You can target up to 10 objects.

Heightened (6th) You can target any number of objects.

READ OMENS SPELL 4

UNCOMMON CONCENTRATE MANIPULATE PREDICTION

Traditions divine, occult

Cast 10 minutes

You peek into the future. Choose a particular goal or activity you plan to engage in within 1 week, or an event you expect might happen within 1 week. You learn a cryptic clue or piece of advice that could help with the chosen event, often in the form of a rhyme or omen.

RECHARGE WEAPON ◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 weapon with capacity

You touch a weapon with no remaining ammunition and recharge it with magical energy. The target gains ammunition or charges equal to its expend until the end of your next turn, allowing anyone holding the target to make one Strike with the weapon. This spell only recharges weapons that use ammunition with a cost of 10 credits or less.

Heightened (3rd) The target gains ammunition or charges equal to double its expend.

Heightened (6th) The target gains ammunition or charges equal to triple its expend.

Heightened (9th) The target gains ammunition or charges equal to quadruple its expend.

REGENERATE ◆◆ SPELL 7

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, primal

Range touch; **Targets** 1 willing living creature

Duration 1 minute

An infusion of vital energy grants a creature continuous healing. The target temporarily gains regeneration 15, which restores 15 Hit Points to it at the start of each of its turns. While it has regeneration, the target can't die from taking Hit Point damage and its dying condition can't increase to a value that would kill it (this stops most creatures' dying condition at dying 3), though if its wounded value becomes 4 or higher, it stays unconscious until its wounds are treated. If the target takes acid or fire damage, its regeneration deactivates until after the end of its next turn.

Each time the creature regains Hit Points from regeneration, it also regrows one damaged or ruined organ (if any). During the spell's duration, the creature can also reattach severed body parts by spending an Interact action to hold the body part to the area it was severed from.

Heightened (9th) The regeneration increases to 20.

REMAKE SPELL 10

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Cast 1 hour; **Cost** a remnant of the item

Range 5 feet

You fully re-create an object from nothing, even if the object was destroyed. To do so, you must be able to picture the object in your mind. The remnant of the item can be small or insignificant (even a speck of dust that remains from *disintegrate* is enough). The spell fails if your imagination relied on too much guesswork; if the object would be too large to fit in a 5-foot cube; if the object still exists and you were simply not aware of it; or if the object is an artifact, has a level over 20, or has similar vast magical power.

The item reassembles in perfect condition. Even if your mental image was of a damaged or weathered object, the new one is in this perfected form. If the object was magical, this spell typically restores its constant magical properties, but not any temporary ones, such as charges or one-time uses. An item with charges or uses per day has all of its uses expended when remade, but it replenishes them normally thereafter.

REORIENT ◆ CANTRIP 1

CONCENTRATE | MANIPULATE | VITALITY

Traditions divine, primal

Range touch; **Targets** 1 creature

Applying a combination of vital energy and acupressure, you help the target regain its footing. The target loses the off-guard condition if it has it. The target becomes immune to the off-guard condition until the start of your next turn, even if the condition would be circumstantially applied, such as by being flanked or prone. The target is then immune to *reorient* for 10 minutes.

REPULSION ◆◆ SPELL 6

AURA | CONCENTRATE | MANIPULATE | MENTAL

Traditions arcane, divine, occult

Area emanation up to 40 feet

Defense Will; **Duration** 1 minute

You manifest an aura that prevents creatures from approaching you. When casting the spell, you can make the area any radius you choose, up to 40 feet. A creature must attempt a Will save if it's within the area when you Cast the Spell or as soon as it enters the area while the spell is in effect. Once a creature has attempted the save, it uses the same result for that casting of *repulsion*. Any restrictions on a creature's movement apply only if it voluntarily moves toward you; if you move closer to a creature, it doesn't then need to move away.

Critical Success The creature's movement is not restricted.

Success The creature treats each square in the area as difficult terrain when moving closer to you.

Failure The creature can't move closer to you within the area.

RESIST ENERGY ◆◆ SPELL 2

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 creature

Duration 10 minutes

A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

Heightened (4th) The resistance increases to 10, and you can target up to two creatures.

Heightened (7th) The resistance increases to 15, and you can target up to five creatures.

RETROCOGNITION SPELL 7

CONCENTRATE | MANIPULATE

Traditions arcane, occult

Cast 1 minute

Duration sustained

Opening your mind to mental echoes, you gain impressions from past events that occurred in your current location. *Retrocognition* reveals psychic impressions from events that occurred over the course of the last day throughout the first minute of the duration, followed by impressions from the next day back the next minute, and so on. These echoes don't play out like a vision but instead reveal impressions of emotions and metaphors that provide cryptic clues and details of the past. If you witness a traumatic or turbulent event through an impression, the spell ends unless you succeed at a Will save with a DC of at least 30 and possibly as much as 50, depending on the severity of the event. The GM determines whether an event is traumatic and chooses the DC.

Heightened (8th) You gain impressions of events that occurred over the previous year for each minute you concentrate, instead of the previous day, though the details diminish, making it harder to distinguish impressions from all but the most major events.

Heightened (9th) You gain impressions of events that occurred over the previous century for each minute you concentrate, instead of the previous day, though the details diminish, making it almost impossible to distinguish impressions from all but the most major events.

REVEALING LIGHT ◆◆ SPELL 2

CONCENTRATE | LIGHT | MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet; **Area** 10-foot burst

Defense Reflex; **Duration** varies

A wave of magical light washes over the area. You choose the appearance of the light, such as colorful, heatless flames or sparkling motes. A creature affected by *revealing light* is dazzled. If the creature was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it is no longer concealed.

Critical Success The target is unaffected.

Success The light affects the creature for 2 rounds.

Failure The light affects the creature for 1 minute.

Critical Failure The light affects the creature for 10 minutes.

REVIVAL ◆◆ SPELL 10

CONCENTRATE | HEALING | MANIPULATE | VITALITY

Traditions divine, primal

Range 30 feet; **Targets** dead creatures and living creatures of your choice within range

Duration sustained up to 1 minute

A burst of healing energy soothes living creatures and temporarily rouses those recently slain. All living targets regain 10d8+40 Hit Points. You return any number of dead targets to life temporarily, with the same effects and limitations as *raise dead* (page 354). The raised creatures have a number of temporary Hit Points equal to the Hit Points you gave living creatures, but no normal Hit Points. The raised creatures can't regain Hit Points or gain temporary Hit Points in other ways, and once *revival*'s duration ends, they lose all temporary Hit Points and die. *Revival* can't resurrect creatures killed by *disintegrate* or a death effect. It has no effect on undead.

REWRITE MEMORY ◆◆ SPELL 4

UNCOMMON | CONCENTRATE | MANIPULATE | MENTAL

Traditions occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** unlimited

You alter the target's memories by erasing a memory, enhancing a memory's clarity, altering a memory, or adding a false memory. The target can attempt a Will save to resist the spell.

Critical Success The target is unaffected and realizes you tried to alter its memory.

Success The target is unaffected but thinks your spell was something harmless instead of *rewrite memory*, unless it identifies the spell.

Failure During the first 5 minutes of the spell's duration, you can Sustain the spell to modify a memory once each round. When you do, you imagine up to 6 seconds of memory to modify, to a maximum of 5 continuous minutes of memory.

Any memories you've altered remain changed as long as the spell is active. If the target moves out of range before the 5 minutes is up, you can't alter any further memories.

Heightened (6th) You can Cast the Spell on a willing target to suppress all memory of a particular topic, detailed in 50 words or fewer. The effect is permanent, and it patches these omissions with an indistinct haze.

RICOCHET ◆◆ CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE | METAL

Traditions arcane, divine

Range 30 feet; **Targets** 1 or 2 creatures

Defense basic Reflex

A spinning disk or smooth orb of shimmering steel leaps from one target to another. You deal 2d4 bludgeoning or slashing damage (with a basic Reflex save).

Heightened (+1) The damage increases by 1d4.

ROCKET DASH ◆◆ SPELL 6

CONCENTRATE | FIRE | MANIPULATE

Traditions arcane

Defense Reflex

You emit a rocket of flame from behind you and blast forward. You move in a straight line up to twice your Speed; you can move through spaces occupied by creatures, and the movement doesn't trigger reactions. Creatures in the area take 6d12 fire damage with a basic Reflex save. On a critical failure, a creature also takes 2d6 persistent fire damage and is dazzled for 1 round. You reappear at the end of the line.

Heightened (+2) The fire damage increases by 2d12, and the persistent fire damage on a critical failure increases by 1d6.

ROOT OF ALL PAIN ◆◆ SPELL 7

CONCENTRATE | MANIPULATE | MENTAL | PLANT

Traditions primal

Range touch

Defense Fortitude; **Duration** 1 minute

Your finger pushes a tiny root into the target's body that begins to grow, burrowing through the nervous system as it feeds off the electric signals triggered by the agonizing pain of its intrusive spread. The target attempts a Fortitude save.

Critical Success The target is unaffected.

Success The target takes 2d8 mental damage the first time each round it performs any action other than an action that is purely mental, such as Recall Knowledge (or other actions as determined by the GM).

Failure As success, except the target takes 4d8 mental damage and is slowed 1 for the duration of the spell.

Critical Failure As success, except the target takes 6d8 mental damage and is slowed 2 for the duration of the spell.

SANCTUARY ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions divine, occult

Range touch; **Targets** 1 creature

Duration 1 minute

You ward a creature with protective energy that deters attacks. Creatures attempting to attack the target must attempt a Will save each time. If the target uses a hostile action, the spell ends.

Critical Success *Sanctuary* ends.

Success The creature can attempt its attack and any other attacks against the target this turn.

Failure The creature can't attack the target and wastes the action. It can't attempt further attacks against the target this turn.

Critical Failure The creature wastes the action and can't attempt to attack the target for the rest of *sanctuary*'s duration.

SCAN ENVIRONMENT CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions divine, primal

Cast 10 minutes

You analyze the natural environment in the area within 1 mile, learning general information about the atmosphere, biomes, and gravity. You forecast the weather for the next hour, including the direction it will come from; learn which atmospheres, biomes, and gravity are in the area, as well as the direction and distance to those elements; and learn if anything in the area presents an environmental hazard, including cold or heat dangers (at what temperature range), radiation (at what severity), smoke effects, and underwater conditions. This is enough to detect large effects that span spaces over 30 feet in diameter only. You gain a general sense of where and how far away these dangers are.

Heightened (+1) The scanned area increases in radius by 1 mile.

SCOUTING EYE SPELL 5

CONCENTRATE MANIPULATE SCRYING

Traditions arcane, divine, occult
Cast 1 minute
Range see text
Duration sustained

You create an invisible, floating eye, 1 inch in diameter, at a location you can see within 500 feet. It sees in all directions with your normal visual senses and continuously transmits what it sees to you.

The first time you Sustain the spell each round, you can either move the eye up to 30 feet, seeing only things in front of the eye, or move it up to 10 feet, seeing everything in all directions around it. There is no limit to how far from you the eye can move, but the spell ends immediately if you and the eye ever cease to be on the same plane of existence. You can attempt Seek actions through the eye if you want to attempt Perception checks with it. Any damage dealt to the eye destroys it and ends the spell.

SCRYING SPELL 6

UNCOMMON CONCENTRATE MANIPULATE SCRYING

Traditions arcane, occult
Cast 10 minutes
Range planetary; **Targets** 1 creature
Defense Will; **Duration** sustained up to 10 minutes

You magically spy on a creature of your choice. *Scrying* works like *clairvoyance* (page 321), except that the image you receive is less precise, insufficient for *teleport* and similar spells. Instead of creating an eye in a set location within 500 feet, you instead create an eye that manifests just above the target. You can choose a target either by name or by touching one of its possessions or a piece of its body. If you haven't met the target in person, *scrying*'s DC is 2 lower, and if you are unaware of the target's identity (perhaps because you found an unknown creature's fang at a crime scene), the DC is instead 10 lower.

The effect of *scrying* depends on the target's Will save.

Critical Success The spell fails and the target is temporarily immune for 1 week. The target also gains a glimpse of you and learns its rough distance and direction from you.

Success The spell fails and the target is temporarily immune for 1 day.

Failure The spell succeeds.

Critical Failure The spell succeeds, and the eye follows the target if it moves, traveling up to 60 feet per round.

SEE THE UNSEEN ◆◆ SPELL 2

CONCENTRATE MANIPULATE REVELATION

Traditions arcane, divine, occult
Duration 10 minutes

Your gaze pierces through illusions and finds invisible creatures and spirits. You can see invisible creatures as though they weren't invisible, although their features are blurred, making them concealed and difficult to identify. You can also see incorporeal creatures, like ghosts, phased through an object from within 10 feet of an object's surface as blurry shapes seen through those objects. Subtler clues also grant you a +2 status bonus to checks you make to disbelieve illusions.

Heightened (5th) This spell has a duration of 8 hours.

SEEK THE STARS ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions divine, occult, primal

In your mind's eye, you chart a path through the cosmos. If you're in Pact Worlds space, you immediately know which direction to travel in order to reach the *Starstone* on Absalom Station. If you're outside the Pact System, you know the direction to the nearest Drift beacon or the *Starstone*.

Heightened (7th) You can instead know the direction to a familiar location, such as a world or way station you've visited.

SELECTIVE INVISIBILITY ◆◆ SPELL 3

ILLUSION MANIPULATE SUBTLE

Traditions arcane, occult
Range 500 feet; **Targets** 1 willing creature touched and one within range
Duration 1 minute

A willing creature you touch becomes invisible to everyone except a second target within the spell's range. If the invisible creature uses a hostile action against anyone who isn't the target that can see them, the spell ends after that hostile action is completed.

Heightened (5th) You can make up to 6 willing creatures within 30 feet invisible, but they all must have the same target.

SENDING ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, divine, occult
Range planetary; **Targets** 1 creature you know well

You send the creature a mental message of 25 words or fewer, and it can respond immediately with its own message of 25 words or fewer.

SHADOW BLAST ◆◆ SPELL 5

CONCENTRATE MANIPULATE SHADOW

Traditions divine, occult
Range varies; **Area** varies
Defense basic Reflex or Will (target's choice)

You shape the shadow substance of the Netherworld into a blast. Choose acid, bludgeoning, cold, electricity, fire, force, piercing, slashing, sonic, or spirit damage, and choose a 30-foot cone, a 15-foot burst within 120 feet, or a 50-foot line. The blast deals 6d8 damage of the type you chose to each creature in the area.

Heightened (+1) The damage increases by 1d8.

SHAPE STONE ◆◆ SPELL 4

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal

Range touch; **Targets** cube of stone 10 feet across or smaller

Calling on your will and the powers of the earth, you shape the stone into a rough shape of your choice. The shaping process is too crude to produce intricate parts, fine details, moving pieces, or the like. Any creatures standing atop the stone when you reshape it must each attempt a Reflex save or Acrobatics check.

Success The creature is unaffected.

Failure The creature falls prone atop the stone.

Critical Failure The creature falls off the stone (if applicable) and lands prone.

SHAPE WOOD ◆◆ SPELL 2

CONCENTRATE | MANIPULATE | PLANT | WOOD

Traditions arcane, primal

Range touch; **Targets** an unworked piece of wood up to 20 cubic feet in volume

You shape the wood into a rough shape of your choice. The shaping power is too crude to produce with intricate parts, fine details, moving pieces, or the like. You can't use this spell to enhance the value of the wooden object you are shaping.

SHARE LIFE ◆◆ SPELL 2

CONCENTRATE | MANIPULATE

Traditions divine

Range 30 feet; **Targets** 1 creature

Duration 10 minutes

You forge a temporary link between the target's life essence and your own. The target takes half damage from all effects that deal Hit Point damage, and you take the remainder of the damage. When you take damage through this link, you don't apply any resistances, weaknesses, or other abilities you have to that damage; you simply take that amount of damage. The spell ends if the target is ever more than 30 feet away from you. If either you or the target is reduced to 0 Hit Points, any damage from this spell is resolved and then the spell ends.

SHARE PAIN ◆◆ SPELL 3

CONCENTRATE | MANIPULATE | MENTAL

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will

You telepathically share the sensation of agonizing pain with a creature. The target takes 3d12 mental damage and attempts a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is clumsy 1 for 1 minute.

Critical Failure The creature takes full damage and is clumsy 2 for 1 minute.

Heightened (6th) The spell targets up to four creatures and deals 6d12 mental damage.

SHATTER ◆◆ SPELL 2

CONCENTRATE | MANIPULATE | SONIC

Traditions occult, primal

Range 30 feet; **Targets** 1 unattended object

A high-frequency sonic attack shatters a nearby object. You deal 2d10 sonic damage to the object, ignoring the object's Hardness if it is 4 or lower.

Heightened (+1) The damage increases by 1d10, and the Hardness the spell ignores increases by 2.

SHIELD ◆ CANTRIP 1

CANTRIP | CONCENTRATE | FORCE

Traditions arcane, divine, occult

Duration until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action (page 411), giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction (page 228) with your magic shield. The shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

Heightened (+2) The shield's Hardness increases by 5.

SHIFTING SURGE ◆◆ SPELL 1

CONCENTRATE | MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** one weapon held by you or a willing ally that deals acid, cold, electricity, fire, or sonic damage

Duration 1 minute or until discharged

You release a surge of magical energy that temporarily changes the type of damage dealt by a weapon. The next Strike the weapon makes deals your choice of acid, cold, electricity, fire, or sonic damage and deals an additional 1d6 extra damage of the same type as the weapon's normal damage.

Heightened (+2) The extra damage increases by 1d6.

SHRINK ◆◆ SPELL 2

CONCENTRATE | MANIPULATE | POLYMORPH

Traditions arcane, primal

Range 30 feet; **Targets** 1 willing creature

Duration 5 minutes

You warp space to make a creature smaller. The target shrinks to become Tiny in size. Its equipment shrinks with it but returns to its original size if removed. The creature's reach changes to 0 feet. This spell has no effect on a Tiny creature.

Heightened (6th) The spell can target up to 10 creatures.

SIFT THE SPHERE SPELL 2

CONCENTRATE | MANIPULATE | PREDICTION

Traditions divine, occult

Cast 10 minutes

Singularity Seed

You ritually sift through the local infosphere and gain mystical insight about a topic. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 30 minutes into the future and reveals the GM's best guess among the following outcomes.

- **Weal** The results will be good.
- **Woe** The results will be bad.
- **Weal and Woe** The results will be a mix of good and bad.
- **Nothing** There won't be particularly good or bad results. The GM rolls a secret DC 6 flat check. On a failure, the result is always "nothing." This makes it impossible to tell whether a "nothing" result is accurate. If anyone asks about the same topic as the first casting of *sift the sphere* during an additional casting, the GM uses the secret roll result from the first casting. If circumstances change, it's possible to get a different result.

Heightened (4th) The spell can predict results up to 1 week into the future.

SIGIL ◆◆ CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult, primal

Range touch; **Targets** 1 creature or object

Duration unlimited (see below)

You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an Interact action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week. The time before the mark fades increases depending on your heightened rank.

Heightened (3rd) The sigil instead fades after 1 month.

Heightened (5th) The sigil instead fades after 1 year.

Heightened (7th) The sigil never fades.

SILENCE ◆◆ SPELL 2

ILLUSION | MANIPULATE | SUBTLE

Traditions divine, occult

Range touch; **Targets** 1 willing creature

Duration 1 minute

The target makes no sound, preventing creatures from noticing it using hearing alone. The target can't use sonic attacks, nor can it use auditory actions. This also prevents the target from casting spells due to the magical words involved in casting, with the exception of subtle spells.

Heightened (4th) The spell creates an aura in a 10-foot emanation around the touched creature, silencing all sound in or passing through it. While within the aura, creatures are subject to the same effects as the target. Depending upon the position of the effect, a creature might notice the lack of sound reaching it (blocking off the noise coming from a party, for example).

SINGULARITY SEED ◆◆◆ SPELL 8

CONCENTRATE MANIPULATE VOID

Traditions divine, primal

Range 100 feet; **Area** one 5-foot square and one 50-foot emanation surrounding it

Defense Reflex; **Duration** 1 minute

A tiny particle of incredibly dense mass magically blossoms into a gravitational singularity that pulls creatures toward it and spatially compresses any creatures that are moved into it. You create a singularity in a 5-foot square that is unoccupied by any creatures. All creatures and unsecured objects in a 50-foot emanation around the singularity are moved toward the singularity when the spell is cast, depending on their Reflex save (see below). Creatures and objects are moved starting with those closest to the singularity, so they might block the path of other creatures and objects that are pulled in later.

Creatures' spaces can overlap in the square that contains the singularity. A creature or object that enters the singularity or ends its turn there takes 10d10 bludgeoning damage with no saving throw. While in the singularity, a creature can take no actions except to attempt to Escape against your Spell DC. When the spell ends, the singularity disappears, and overlapping creatures are moved to the closest unoccupied space, as determined by the GM.

Squares in the emanation are difficult terrain for creatures moving away from the singularity, and creatures moving toward the singularity can move 10 feet for each 5 feet of movement they spend.

A creature needs to attempt a Reflex save if it's in the area when the spell is cast and when it ends its turn in the area.

Critical Success The creature is unaffected.

Success The creature is pulled 10 feet toward the singularity.

Failure The creature is pulled 20 feet toward the singularity.

Critical Failure The creature is pulled 30 feet toward the singularity.

SKIM DATA ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range touch; **Targets** one dataset contained within a touched object

You touch one object and concentrate on a dataset contained within it, such as a story, message, file, infosphere site, audio recording, or video. You understand the gist of the dataset and can quickly locate the most relevant pages or sections to your search. If the dataset is written or otherwise communicated in a language you don't know, or you attempt to gain information from a computer you don't have access to (such as one with a password you don't know), the spell fails.

If you Cast this Spell as part of a Research activity (*GM Core* 212), you treat a critical failure as a failure instead.

SKYFIRE WINGS ◆◆ SPELL 3

CONCENTRATE ELECTRICITY FIRE MANIPULATE MORPH

Traditions arcane, divine, occult, primal

Duration 1 minute

Wings of plasma grow from your body that propel you to soar high above your enemies, or scorch them for getting too close. You gain a fly Speed equal to your Speed or 20 feet, whichever is greater. Your arms (or primary set of arms) turn into wings that can't hold items or wield weapons. You drop any held equipment in those arms. You gain a wing unarmed attack that deals 1d8 fire damage and has the backswing, reach, and unarmed traits. On a critical hit, a target of your wing attack takes 2 persistent electricity damage.

Heightened (5th) Your wings deal 2d8 fire damage and 4 persistent electricity damage on a critical hit. The duration increases to 5 minutes.

Heightened (7th) Your wings deal 3d8 fire damage and 6 persistent electricity damage on a critical hit. The duration increases to 1 hour.

Heightened (9th) Your wings deal 4d8 fire damage and 8 persistent electricity damage on a critical hit. The duration increases to 8 hours.

SLEEP ◆◆ SPELL 1

CONCENTRATE INCAPACITATION MANIPULATE MENTAL SLEEP

Traditions arcane, occult

Range 30 feet; **Area** 5-foot burst

Defense Will

Each creature in the area becomes drowsy, possibly nodding off. A creature that falls unconscious from this spell doesn't fall prone or release what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, limiting its utility in combat.

Critical Success The creature is unaffected.

Success The creature takes a –1 status penalty to Perception checks for 1 round.

Failure The creature falls unconscious. If it's still unconscious after 1 minute, it wakes up automatically.

Critical Failure The creature falls unconscious. If it's still unconscious after 1 hour, it wakes up automatically.

Heightened (4th) The creatures fall unconscious for 1 round on a failure or 1 minute on a critical failure. They fall prone and release what they're holding, and they can't attempt Perception checks to wake up. When the duration ends, the creature is sleeping normally instead of automatically waking up.

SLICE REALITY ◆◆◆ SPELL 6

CONCENTRATE MANIPULATE VOID

Traditions arcane, divine, occult

Range 120 feet

Defense basic Reflex; **Duration** 1 minute

You slice through reality, forming a chasm of life-draining entropy in a straight line 20 feet high, 120 feet long, and 2 inches thick. The chasm provides cover. The chasm deals 7d8 void damage to each creature that's in the chasm's space when it's created, that attempts to pass through the

Sonic Scream

chasm, or that ends its turn inside the chasm, with a basic Reflex save. A creature that succeeds at this save when the chasm is created is pushed to the nearest space on the side of its choice. Creatures trying to move through the chasm fail to do so if they critically fail the save, ending their movement next to the chasm.

Heightened (+1) The damage increases by 1d8.

SLOW ◆◆ SPELL 3

CONCENTRATE | **MANIPULATE**

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

You dilate the flow of time around the target, slowing its actions.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 for 1 minute.

Critical Failure The target is slowed 2 for 1 minute.

Heightened (6th) You can target up to 10 creatures.

SONIC SCREAM ◆◆ SPELL 1

CONCENTRATE | **MANIPULATE** | **SONIC**

Traditions arcane, occult, primal

Area 15-foot cone

Defense Fortitude

You unleash a painfully rapid cone of vibrations by letting out a cathartic scream, dealing 1d8 sonic damage to creatures in the area with a basic Fortitude save. A creature that fails its saving throw also becomes sickened 1.

Heightened (+1) Increases the damage by 1d8.

SOOTHE ◆◆ SPELL 1

CONCENTRATE | **EMOTION** | **HEALING** | **MANIPULATE** | **MENTAL**

Traditions occult

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration of the spell.

Heightened (+1) The amount of healing increases by 1d10+4.

SOUL SURGE ◆◆ SPELL 2

ATTACK | **CONCENTRATE** | **MANIPULATE** | **SANCTIFIED** | **SPIRIT**

Traditions divine, primal

Range 60 feet; **Targets** 1 creature

Defense AC

You channel your life force into a spear of energy. You lose 6 Hit Points or, if you're in a bond with a vitality network that has at least 12 Hit Points, you can reduce the vitality bond's Hit Points by 12 instead. Make a ranged spell attack against the target's AC. On a hit, you deal 6d6 spirit damage. On a critical hit, the target takes double damage and becomes drained 1.

Heightened (+1) Increase the damage dealt by 2d6 and the Hit Points lost by 2 (or by 4 if you spend Hit Points from a vitality network).

SOUND BODY ◆◆ SPELL 2

CONCENTRATE | HEALING | MANIPULATE | VITALITY

Traditions divine, occult, primal

Range touch; **Targets** 1 willing creature

You send a surge of healing energy to restore the target's body. Attempt to counteract (page 423) an effect of your choice imposing one of these conditions on the target: blinded, dazzled, deafened, enfeebled, or sickened. If you didn't counteract the effect, but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

This spell can't counteract or suppress curses, diseases, or conditions that are part of the target's normal state.

Heightened (4th) Add drained and slowed to the list of conditions.

Heightened (8th) Add stunned to the list of conditions.

SPEAK WITH ANIMALS ◆◆ SPELL 2

CONCENTRATE | MANIPULATE

Traditions primal

Duration 1 hour

You can ask questions of, receive answers from, and use the Diplomacy skill with animals. The spell doesn't make them more friendly than normal. Cunning animals are likely to be terse and evasive, while less intelligent ones often make inane comments.

SPEAK WITH COMPUTERS ◆◆ SPELL 4

CONCENTRATE | MANIPULATE

Traditions arcane, divine

Duration 1 hour

You can ask questions of and receive answers from the spirits inhabiting a computer. These synthetic spirits manifest within computer code and often have personalities colored by the nature of the device, its condition, and its applications and personalized settings. A computer's perspective, perception, and knowledge give it a worldview different enough from a human's that it doesn't consider the same details important. Computers can mostly answer questions about creatures that interfaced with them in the past and what information is concealed within their files.

Heightened (6th) The duration is 8 hours.

SPEAK WITH PLANTS ◆◆ SPELL 3

CONCENTRATE | MANIPULATE | PLANT | WOOD

Traditions divine, occult, primal

Duration 1 hour

You can ask questions of and receive answers from plants and fungi, but the spell doesn't make them more friendly or intelligent than normal. Most normal plants and fungi have a distinctive view of the world around them, so they don't recognize details about creatures or know anything about the world beyond their immediate vicinity. Cunning plant or fungus monsters are likely to be terse and evasive, while less intelligent ones often make inane comments.

Heightened (4th) The duration is 8 hours.

SPEAK WITH STONES ◆◆ SPELL 5

CONCENTRATE | EARTH | MANIPULATE

Traditions divine, occult, primal

Duration 1 hour

You can ask questions of and receive answers from natural or worked stone. While stone is not intelligent, you speak with the natural spirits of the stone, which have a personality colored by the type of stone, as well as by the type of structure the stone is part of, for worked stone. A stone's perspective, perception, and knowledge give it a worldview different enough from a human's that it doesn't consider the same details important. Stones can mostly answer questions about creatures that touched them in the past and what is concealed beneath or behind them.

Heightened (6th) The duration is 8 hours.

SPIRIT BLAST ◆◆ SPELL 6

CONCENTRATE | MANIPULATE | SPIRIT

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense basic Fortitude

You concentrate ethereal energy and attack a creature's spirit, dealing 16d6 spirit damage with a basic Fortitude save.

Heightened (+1) The damage increases by 2d6.

SPIRIT LINK ◆◆ SPELL 1

CONCENTRATE | HEALING | MANIPULATE | SPIRIT

Traditions divine, occult

Range 30 feet; **Targets** 1 willing creature

Duration 10 minutes

You form a spiritual link with another creature, taking in its pain. When you Cast this Spell and at the start of each of your turns, if the target is below maximum Hit Points, it regains 2 Hit Points (or the difference between its current and maximum Hit Points, if that's lower). You lose as many Hit Points as the target regained.

This is a spiritual transfer, so no effects apply that would increase the Hit Points the target regains or decrease the Hit Points you lose. This transfer also ignores any temporary Hit Points you or the target have. Since this effect doesn't involve vitality or void energy, *spirit link* works even if you or the target is undead. While the duration persists, you gain no benefit from regeneration or fast healing. You can Dismiss this spell, and if you're ever at 0 Hit Points, *spirit link* ends automatically.

Heightened (+1) The number of Hit Points transferred each time increases by 2.

SPIRITUAL ARMAMENT ◆◆ SPELL 2

CONCENTRATE | MANIPULATE | SANCTIFIED | SPIRIT

Traditions divine, occult

Range 120 feet; **Targets** 1 creature

Defense AC; **Duration** sustained up to 1 minute

You create a ghostly, magical echo of one weapon you're wielding or wearing and fling it. Attempt a spell attack roll against the target's AC, dealing 2d8 damage on a hit (or double damage on a critical hit). The damage type is the same as the chosen weapon (or any of its types for a versatile weapon). The attack deals spirit damage instead if that would be more detrimental to the creature (as determined by the GM). This attack uses and contributes to your multiple attack penalty. After the attack, the weapon returns to your side. If you sanctify the spell, the attacks are sanctified as well.

Each time you Sustain the spell, you can repeat the attack against any creature within 120 feet.

Heightened (+2) The damage increases by 1d8.

STABILIZE ◆◆ CANTRIP 1

CANTRIP | CONCENTRATE | HEALING | MANIPULATE | VITALITY

Traditions divine, primal

Range 30 feet; **Targets** 1 dying creature

Life energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

STATUS ◆◆ SPELL 2

CONCENTRATE | DETECTION | MANIPULATE

Traditions divine, occult, primal

Range touch; **Targets** 1 willing living creature

Duration until your next daily preparations

As long as you and the target are on the same plane of existence and both alive, you remain aware of its present state. You know the target's direction from you, distance from you, and any conditions affecting it.

Heightened (4th) The spell's range increases to 30 feet, and you can target up to 10 creatures.

STUMBLE ◆◆ CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions arcane, primal

Range 100 feet; **Targets** 1 creature

Defense Reflex

A burst of microgravity causes a tremor around the target, pulling it toward the ground. The target must attempt a Reflex save.

Failure The target becomes off-guard for 1 round. If the target was flying, swimming, or floating, it falls 10 feet downward.

Critical Failure The target falls prone. If the target was flying, swimming, or floating, it falls 20 feet downward.

Heightened (+1) If the target falls, it falls an additional 5 feet on a failure and 10 feet on a critical failure.

STUPEFY ◆◆ SPELL 2

CONCENTRATE | MANIPULATE | MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You dull the target's mind, depending on its Will save.

Critical Success The target is unaffected.

Success The target is stupefied 1 until the start of your next turn.

Failure The target is stupefied 2 for 1 minute.

Critical Failure The target is stupefied 3 for 1 minute.

SUBCONSCIOUS SUGGESTION ◆◆ SPELL 5

CONCENTRATE | INCAPACITATION | LINGUISTIC | MANIPULATE | MENTAL | SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You implant a subconscious suggestion deep within the target's mind for them to follow when a trigger you specify occurs (as described on page 301). You suggest a course of action to the target. Your directive must be phrased in such a way as to seem like a logical course of action to the target, and it can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save.

Critical Success The target is unaffected and knows you tried to control it.

Success The target is unaffected and thinks you were talking to them normally, not casting a spell on them.

Failure The suggestion remains in the target's subconscious until the next time you prepare. If the trigger occurs before then, the target immediately follows your suggestion. The effect has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

Critical Failure As failure, but the duration is 1 hour.

Heightened (9th) You can target up to 10 creatures.

SUBJECTIVE REALITY ◆ SPELL 5

CONCENTRATE | MANIPULATE

Traditions occult

Range 500 feet; **Targets** 1 creature or object

Duration sustained up to 1 minute

You alter your perceptions to convince yourself that another creature or object is an illusion. Choose one object or creature you can perceive within range. For you, the target becomes transparent and doesn't create sound, smell, or other sensory output. You can move through the target, and the target can move through you. You gain resistance to all damage originating from the target equal to your level. If you are targeted by or are in the area of one of the target's abilities or effects, the target must succeed at a DC 5 flat check, and if it fails, you're unaffected by the ability or effect. You're immune to all of the target's auditory, linguistic, and scent-based attacks and effects. Your attacks deal no damage to the target, and the target is immune to your spells and other effects. You and the target can affect one another indirectly, such as through a Strike from a minion or through the environment affected by a witchwarper's quantum field. When this spell ends, the target becomes immune to *subjective reality* for 24 hours.

SUGGESTION ◆◆ SPELL 4

CONCENTRATE INCAPACITATION LINGUISTIC MANIPULATE MENTAL SUBTLE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

Your honeyed words are difficult for creatures to resist. You suggest a course of action to the target, which must be phrased in such a way as to seem like a logical course of action to the target and can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save.

Critical Success The target is unaffected and knows you tried to control it using a spell.

Success The target is unaffected.

Failure The target immediately follows your suggestion. The spell has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

Critical Failure As failure, but the base duration is 1 hour.

Heightened (8th) You can target up to 10 creatures.

SUMMON ANIMAL ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the animal trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 370).

SUMMON CELESTIAL ◆◆◆ SPELL 5

CONCENTRATE HOLY MANIPULATE SUMMON

Traditions divine

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the celestial trait and whose level is 5 or lower to fight for you. The GM might determine your deity restricts the specific types of celestials you can summon in certain cases.

Heightened As listed in the summon trait (page 370).

SUMMON CONSTRUCT ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the construct trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 370).

SUMMON DRAGON ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, divine, occult, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the dragon trait and whose level is 5 or lower to fight for you. If the dragon has a magical tradition trait (arcane, divine, occult, or primal), you can summon it only if you're using that tradition to cast *summon dragon*.

Heightened As listed in the summon trait (page 370).

SUMMON ELEMENTAL ◆◆◆ SPELL 2

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the elemental trait and whose level is 1 or lower to fight for you.

Heightened As listed in the summon trait (page 370).

SUMMON ENTITY ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON

Traditions occult

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the aberration trait and whose level is 5 or lower to fight for you.

Heightened As listed in the summon trait (page 370).

SUMMON FEY ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions occult, primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the fey trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 370).

SUMMON FIEND ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON UNHOLY

Traditions divine

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the fiend trait and whose level is 5 or lower to fight for you. The GM might determine your deity restricts the specific types of fiends you can summon in certain cases. For instance, archdevils typically allow their followers to summon devils, but not other fiends.

Heightened As listed in the summon trait (page 370).

SUMMON GIANT ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON

Traditions primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the giant trait and whose level is 5 or lower to fight for you.

Heightened As listed in the summon trait (page 370).

SUMMON INSTRUMENT ◆◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Duration 1 hour

You materialize a handheld musical instrument in your grasp. The instrument is typical for its type, but it plays for only you. It vanishes when the spell ends. If you cast *summon instrument* again, any instrument you previously summoned disappears.

Heightened (5th) The instrument is instead a tactical handheld instrument.

SUMMON MONITOR ◆◆◆ SPELL 5

CONCENTRATE MANIPULATE SUMMON

Traditions divine

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the monitor trait and whose level is 5 or lower to fight for you. The GM might determine your deity restricts the specific types of monitors you can summon in certain cases. For instance, Urgathoa typically doesn't allow her followers to summon psychopomps.

Heightened As listed in the summon trait (page 370).

SUMMON PLANT OR FUNGUS ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions primal

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the plant or fungus trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 370).

SUMMON ROBOT ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the tech trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 370).

SUMMON UNDEAD ◆◆◆ SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, divine, occult

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the undead trait and whose level is –1 to fight for you.

Heightened As listed in the summon trait (page 370).

SUNBURST ◆◆ SPELL 7

CONCENTRATE FIRE LIGHT MANIPULATE VITALITY

Traditions divine, primal

Range 500 feet; **Area** 60-foot burst

Defense Reflex

A powerful globe of searing sunlight explodes in the area, dealing 8d10 fire damage to all creatures in the area, plus an additional 8d10 vitality damage to undead creatures. Each creature in the area must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes full damage and becomes blinded permanently.

If the globe overlaps with an area of magical darkness, *sunburst* attempts to counteract the darkness effect.

Heightened (+1) The fire damage increases by 1d10, and the vitality damage against undead increases by 1d10.

SUPERCHARGE WEAPON ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane

Range 30 feet; **Targets** 1 weapon held by you or a willing ally

Duration 1 minute or until discharged

You draw in and condense ambient magical energy from around you to power up a weapon. The next Strike made using that weapon is supercharged. That Strike deals an additional 1d6 damage of the same type as the weapon's normal damage.

Heightened (+2) The extra damage increases by 1d6.

SURE FOOTING ◆◆ SPELL 2

CONCENTRATE HEALING MANIPULATE

Traditions divine, occult, primal

Range touch; **Targets** 1 willing creature

You free the target's limbs from ailments that impede mobility. Attempt to counteract (page 423) an effect of your choice imposing one of these conditions on the target: clumsy, grabbed, or paralyzed. If you didn't counteract the effect, but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed.

This spell can't counteract or suppress curses, diseases, or conditions that are part of the target's normal state.

Heightened (4th) Add immobilized, restrained, and slowed to the list of conditions.

Heightened (6th) Add petrified to the list of conditions.

Heightened (8th) Add stunned to the list of conditions.

SURE STRIKE ◆ SPELL 1

CONCENTRATE FORTUNE

Traditions arcane, occult

Duration until the end of your turn

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden. You are then temporarily immune to *sure strike* for 10 minutes.

SYNAPTIC PULSE ◆◆ SPELL 5

CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions occult

Area 30-foot emanation

Defense Will; **Duration** 1 round

You emit a pulsating mental blast that penetrates the minds of all enemies in the area. Each enemy in the area must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned for 1 round.

TAILWIND ◆◆ SPELL 1

AIR | CONCENTRATE | MANIPULATE

Traditions arcane, primal

Duration 1 hour

The wind at your back pushes you to find new horizons. You gain a +10-foot status bonus to your Speed.

Heightened (2nd) The duration increases to 8 hours.

TALKING CORPSE SPELL 4

UNCOMMON | CONCENTRATE | MANIPULATE

Traditions divine, occult

Cast 10 minutes

Range touch; **Targets** 1 corpse

Defense Will; **Duration** 10 minutes

You grant the target corpse a semblance of life, which it uses to speak the answers to three questions posed to it. This spell calls on the physical body's latent memories rather than summoning back the deceased's spirit, so the corpse must be mostly intact for the spell to function. The more damage the corpse has taken, the more inaccurate or patchwork its answers are, and it must have a throat and mouth to speak at all. If anyone has previously cast this spell on the corpse in the last week, the spell automatically fails. The corpse can attempt a Will save to resist answering the questions using the statistics of the original creature at its time of death, with the following effects.

Critical Success The target can lie or refuse to answer, and the target's spirit haunts you for 24 hours, bothering you and causing you to be unable to gain any rest for that time.

Success The target can provide false information or refuse to answer your questions.

Failure The target must answer truthfully, but its answers can be brief, cryptic, and repetitive. It can still mislead you or attempt to stall so that the spell's duration runs out before you can ask all your questions.

Critical Failure As failure, but the target's answers are more direct and less repetitive, though still cryptic. It takes a –2 status penalty to Deception checks to deceive or mislead you.

TANGLE VINE ◆◆ CANTRIP 1

ATTACK | CANTRIP | CONCENTRATE | MANIPULATE | PLANT | WOOD

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense AC

A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition.

Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

Heightened (2nd) The effects last for 2 rounds.

Heightened (4th) The effects last for 1 minute.

TELEKINETIC HAND ◆◆ CANTRIP 1

CANTRIP | CONCENTRATE | MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 unattended object of light Bulk or less

Duration sustained

You create a floating, magical hand, either invisible or ghostlike, that grasps the target object and levitates it slowly up to 20 feet in any direction. When you Sustain the spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less.

Heightened (5th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

TELEKINETIC HAUL ◆◆ SPELL 5

CONCENTRATE | MANIPULATE

Traditions arcane, occult

Range 120 feet; **Targets** 1 unattended object of up to 80 Bulk with no dimension longer than 20 feet

Duration sustained up to 1 minute

You move the target up to 20 feet, potentially suspending it in midair. When you Sustain the spell, you can do so again, or you can shift your telekinetic focus to a different eligible target within range, moving it instead.

TELEKINETIC MANEUVER ◆◆ SPELL 2

ATTACK | CONCENTRATE | FORCE | MANIPULATE

Traditions arcane, occult

Range 60 feet; **Targets** 1 creature

With a rush of telekinetic power, you move a foe or something they carry. You can attempt to Disarm, Reposition, Shove, or Trip the target using a spell attack roll instead of an Athletics check.

TELEKINETIC PROJECTILE ◆◆ CANTRIP 1

ATTACK | CANTRIP | CONCENTRATE | MANIPULATE

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense AC

You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the target's AC. If you hit, you deal

2d6 bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled. No specific traits or magic properties of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage.

Heightened (+1) The damage increases by 1d6.

TELEKINETIC STRANGULATION ◆◆ SPELL 6

ATTACK CONCENTRATE INCAPACITATION MANIPULATE

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense AC; **Duration** sustained up to 1 minute

You telekinetically grasp a creature's throat or similar vital anatomy with a vicelike grip, forcefully lifting it a few inches off the ground as it struggles to breathe. Make a ranged spell attack against the target's AC. On a hit, you deal 6d12 bludgeoning damage, and the target is immobilized. While immobilized in this way, it must hold its breath or begin suffocating (page 429). The first time each round you Sustain the spell, the target takes 1d12 bludgeoning damage, remains immobilized, and must continue holding its breath. The target can attempt to Escape (the Escape DC is your spell DC, and the attempt is affected by the incapacitation trait).

TELEKINETIC TANTRUM ◆◆◆ SPELL 9

ATTACK CONCENTRATE FORCE MANIPULATE

Traditions arcane, occult

Range 500 feet; **Area** 100-foot burst

Defense see text; **Duration** sustained up to 1 minute

You launch a barrage of powerful psychokinetic energy that overpowers creatures, hurls objects, and deals damage. When you Cast this Spell and the first time each round you Sustain the spell, you can choose one of the following effects. You can't choose the same effect twice in a row.

- **Back Off!** You hurl up to 15 objects or creatures up to 40 feet in any direction (including up or down). You can hurl up to a total weight of 40 Bulk per creature or object. Creatures take bludgeoning damage based on the distance they moved and land prone, as though they'd taken falling damage. Creatures that succeed on a Fortitude save against the spell avoid being moved.
- **Hard Rain** You pummel all creatures in the area with debris and objects in the area, dealing 5d10 bludgeoning damage with a basic Reflex save.
- **Psychokinetic Slam** Your psychokinetic storm slams into all creatures in the area. Make a ranged spell attack roll. All targets you hit take 7d6 force damage and are stunned 1.

TELEPATHY ◆◆ SPELL 4

CONCENTRATE LINGUISTIC MANIPULATE MENTAL

Traditions arcane, occult

Duration 10 minutes

You can communicate telepathically with creatures within 30 feet. Once you establish a connection by communicating with a creature, the communication is two-way. You can communicate with only creatures that share a language with you.

Heightened (6th) You can communicate telepathically with creatures using shared mental imagery even if you don't share a language; *telepathy* loses the linguistic trait.

TELEPORT SPELL 6

UNCOMMON CONCENTRATE MANIPULATE TELEPORTATION

Traditions arcane, occult

Cast 10 minutes

Range 100 miles; **Targets** you and up to 4 targets touched, either willing creatures or objects roughly the size of a creature

You and the targets are instantly transported to any location within range, as long as you can identify the location precisely both by its position relative to your starting position and by its appearance (or other identifying features). Incorrect knowledge of the location's appearance usually causes the spell to fail, but it could instead lead to teleporting to an unwanted location or some other unusual mishap determined by the GM. *Teleport* is not precise over great distances. The targets appear at a distance from the intended destination equal to roughly 1 percent of the total distance traveled, in a direction determined by the GM. For short journeys, this lack of precision is irrelevant, but for long distances this could be up to 1 mile.

Heightened (7th) You and the other targets can travel to any location within 1,000 miles.

Heightened (8th) You and the other targets can travel to any location on the same planet. If you travel more than 1,000 miles, you arrive only 10 miles off target.

Heightened (9th) You and the other targets can travel to any location on another planet within the same solar system. If you have accurate knowledge of the location's position and appearance, you arrive on the new planet 100 miles off target.

Heightened (10th) As the 9th-rank version, but you and the other targets can travel to any planet within the same galaxy.

TEMPORAL BULLETS ↺ SPELL 2

CONCENTRATE FORTUNE MANIPULATE

Traditions occult

Trigger You fail (but not critically fail) an attack roll with a weapon.

You rewind time and adjust probability to ensure an attack that just missed still does damage to its intended target. Roll damage as though you hit the target with the Strike, but the target only takes half the damage. You are then immune to *temporal bullets* for 10 minutes.

THUNDERSTRIKE ◆◆ SPELL 1

CONCENTRATE ELECTRICITY MANIPULATE SONIC

Traditions arcane, primal

Range 120 feet; **Targets** 1 creature

Defense basic Reflex

You call down a tendril of lightning that cracks with thunder, dealing 1d12 electricity damage and 1d4 sonic damage to the target with a basic Reflex save. A target wearing metal armor or made of metal takes a –1 circumstance bonus to its save, and if damaged by the spell is clumsy 1 for 1 round.

Heightened (+1) The damage increases by 1d12 electricity and 1d4 sonic.

TIME'S EDGE ◆◆ SPELL 3

CONCENTRATE | MANIPULATE

Traditions occult, primal
Area 60-foot line
Defense Fortitude

You refract latent energy from the Dimension of Time into your current plane in the form of a massive blade. The blade deals 5d6 slashing damage to all creatures in the area as it causes time to pass rapidly in a thin slice of their bodies. Creatures in the area must attempt a Fortitude save.

Critical Success The creature is unaffected.
Success The creature takes half damage.
Failure The creature takes full damage and is sickened 1.
Critical Failure The creature takes double damage and is sickened 2.

Heightened (+1) The damage increases by 2d6.

TOXIC CLOUD ◆◆◆ SPELL 5

CONCENTRATE | DEATH | MANIPULATE | POISON

Traditions arcane, primal
Range 120 feet; **Area** 20-foot burst
Defense basic Fortitude; **Duration** 1 minute

You conjure a poisonous fog. This functions as *mist*, except the area moves 10 feet away from you each round. A breathing creature that starts its turn in the area takes 6d8 poison damage with a basic Fortitude save. You can Dismiss the spell.

Heightened (+1) The damage increases by 1d8.

TRANSLATE ◆◆ SPELL 2

CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult
Range 30 feet; **Targets** 1 creature
Duration 1 hour

The target can understand the meaning of a single language it is hearing or reading when you Cast the Spell. This doesn't let it understand codes, language couched in metaphor, and the like (subject to GM discretion). If the target can hear multiple languages and knows that, it can choose which language to understand; otherwise, choose one of the languages randomly.

Heightened (3rd) The target can also speak the language.
Heightened (4th) You can target up to 10 creatures, and targets can also speak the language.

TRANSLOCATE ◆◆ SPELL 4

CONCENTRATE | MANIPULATE | TELEPORTATION

Traditions arcane, occult
Range 120 feet

You instantly transport yourself and any items you're wearing and holding from your current space to an unoccupied space within range you can see. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the spell is lost.

Heightened (5th) The range increases to 1 mile. You don't need to be able to see your destination, as long as you have been there in the past and know its relative location and distance from you. You are then temporarily immune for 1 hour.

TRUE TARGET ◆ SPELL 7

CONCENTRATE | FORTUNE | PREDICTION

Traditions arcane, occult
Range 60 feet; **Targets** 4 creatures
Duration until the start of your next turn

You delve into the possible futures of the next few seconds to understand all the ways your foe might avoid harm, then cast out that vision to those around you. Designate a creature. The first time each target makes an attack roll against that creature during *true target*'s duration, the attacker rolls twice and uses the better result. The attacker also ignores circumstance penalties to the attack roll and any flat check required due to the designated creature being concealed or hidden.

TRUESIGHT ◆◆ SPELL 6

CONCENTRATE | MANIPULATE | REVELATION

Traditions arcane, divine, occult, primal
Duration 10 minutes

You see things within 60 feet as they actually are. The GM rolls a secret counteract check against any illusion, morph, or polymorph effect in the area, but only for the purpose of determining whether you see through it (for instance, if the check succeeds against a polymorph spell, you can see the creature's true form, but you don't end the polymorph spell).

TRUESPEECH ◆◆ SPELL 5

UNCOMMON | CONCENTRATE | MANIPULATE

Traditions arcane, divine, occult
Range touch; **Targets** 1 creature
Duration 1 hour

The target can understand all words regardless of language and also speak the languages of other creatures. When in a mixed group of creatures, each time the target speaks, it can choose a creature and speak in a language that creature understands, even if the target doesn't know what language that is.

Heightened (7th) The duration is 8 hours.

UNCONTROLLABLE DANCE ◆◆ SPELL 8

CONCENTRATE | INCAPACITATION | MANIPULATE | MENTAL

Traditions arcane, occult
Range touch; **Targets** 1 creature
Defense Will; **Duration** varies

The target is overcome with an all-consuming urge to dance. For the duration of the spell, the target is off-guard and can't use reactions. It also can't use move actions except to dance, using the Stride action to move up to half its Speed.

Critical Success The target is unaffected.

Success The spell's duration is 3 rounds, and the target must spend at least 1 action each turn dancing.

Failure The spell's duration is 1 minute, and the target must spend at least 2 actions each turn dancing.

Critical Failure The spell's duration is 1 minute, and the target must spend all its actions each turn dancing.

UNFETTERED MOVEMENT ◆◆ SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, divine, primal

Range touch; **Targets** 1 creature touched

Duration 10 minutes

You repel hindrances that would affect a creature. While under this spell's effect, the target ignores effects that would give them a circumstance penalty to Speed. When they attempt to Escape an effect that has them immobilized, grabbed, or restrained, they automatically succeed unless the effect is magical and of a higher rank than the *unfettered movement* spell.

UNFETTERED PACK ◆◆ SPELL 7

CONCENTRATE MANIPULATE

Traditions primal

Range 30 feet; **Targets** up to 10 creatures

Duration 1 hour

You free those who travel alongside you from environmental hindrances. Targets don't take circumstance penalties to Speed from vegetation, rubble, winds, or other properties of the environment, and they ignore difficult terrain from such environmental properties.

Heightened (9th) The targets also ignore greater difficult terrain from environmental properties.

VAMPIRIC EXSANGUINATION ◆◆ SPELL 6

CONCENTRATE DEATH MANIPULATE VOID

Traditions arcane, divine, occult

Area 30-foot cone

Defense basic Fortitude

You draw in the blood and life force of other creatures through your outstretched arms. You deal 12d6 void damage to living creatures in the area with a basic Fortitude save.

You gain temporary Hit Points equal to half the damage a single creature takes from this spell; calculate these temporary Hit Points using the creature that took the most damage. You lose any remaining temporary Hit Points after 1 minute.

Heightened (+1) The damage increases by 2d6.

VAMPIRIC FEAST ◆◆ SPELL 3

CONCENTRATE DEATH MANIPULATE VOID

Traditions arcane, divine, occult

Range touch; **Targets** 1 living creature

Defense basic Fortitude

Your touch leeches the lifeblood out of a target to empower yourself. You deal 6d6 void damage to the target. You gain temporary Hit Points equal to half the void damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

Heightened (+1) The damage increases by 2d6.

VAPOR FORM ◆◆ SPELL 4

AIR CONCENTRATE MANIPULATE POLYMORPH

Traditions arcane, occult, primal

Range touch; **Targets** 1 willing creature

Duration 5 minutes

The target transforms into a vaporous state. In this state, the target is amorphous. It loses any item bonus to AC and all other effects and bonuses from armor, and it uses its proficiency modifier for unarmored defense. It gains resistance 8 to physical damage and is immune to precision damage. It can't cast spells, activate items, or use actions that have the attack or manipulate trait. It gains a fly Speed of 10 feet and can slip through tiny cracks. The target can Dismiss the spell.

VEIL OF PRIVACY SPELL 3

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, occult, primal

Cast 10 minutes

Range touch; **Targets** 1 creature or object

Duration 8 hours

You erect protective wards that make the target difficult to detect via magic. *Veil of privacy* attempts to counteract all detection, revelation, and scrying effects used against the target or the target's gear throughout the duration, counting cantrips as 1st-rank spells for this purpose. Successfully counteracting a spell that targets an area or multiple targets negates the effects for only *veil of privacy*'s target.

VERDANT CODE ◆◆ SPELL 2

CONCENTRATE MANIPULATE PLANT WOOD

Traditions arcane, primal

Range 30 feet; **Targets** 1 unattended object with the tech trait

Defense Reflex; **Duration** 1 minute

You cause flowering vines or other plant matter to grow from an unattended tech object. Plant matter explodes from the target object, filling all squares within a 20-foot burst. Whenever a creature starts its turn in the area, it takes 2d6 piercing damage (basic Reflex save). On a critical failure, the creature is immobilized for 1 round or until it Escapes against your spell DC. The growth covers the object, requiring a creature to succeed at a DC 5 flat check to physically access the object for the spell's duration.

VIBE CHECK ◆◆ SPELL 2

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions occult

Range 60 feet; **Targets** 1 creature

Defense Will; **Duration** 1 round

You share a mood by psychically projecting an intense emotion into a creature's mind. The target attempts a Will save. On a failure, the target experiences your choice of the

THE SUMMON TRAIT

Spells with the summon trait can conjure creatures, typically ones with a particular trait. Such creatures can be found in *Alien Core* and similar books. Unless noted otherwise, the creature must be common, it gains the summoned trait (page 299), and it must appear in an unoccupied space in range large enough to contain it. The highest level of creature the spell can summon depends on the rank of the spell, as listed below. The spell can still summon a creature of a lower level if you so choose. These rules apply only to spells that have the summon trait; other spells that call or conjure items or beings but that don't have the trait, like *summon instrument*, work as explained in the spell.

Spell Rank	Maximum Creature Level
1st	–1
2nd	1
3rd	2
4th	3
5th	5
6th	7
7th	9
8th	11
9th	13
10th	15

following emotions, but if you pick anger or joy this spell gains the incapacitation trait.

- **Anger** On its next turn, the target spends its first action to attack the nearest creature, even if it's an ally.
- **Joy** The target can't take any hostile actions.
- **Fear** The target becomes frightened 2.
- **Sorrow** The target is slowed 1 and bursts into tears.

Heightened (4th) The spell affects all creatures in a 20-foot burst. Each creature must be affected by the same emotion.

VIBRANT PATTERN ◆◆ SPELL 6

ILLUSION INCAPACITATION MANIPULATE SUBTLE VISUAL

Traditions arcane, occult

Range 120 feet; **Area** 10-foot burst

Defense Will; **Duration** sustained up to 1 minute

You create a pattern of lights that pulses with intensity. Creatures are dazzled while inside the pattern.

In addition, a creature must attempt a Will saving throw if it's inside the pattern when you cast it, enters the pattern, ends its turn within the pattern, or uses a Seek or Interact action on the pattern. A creature currently blinded by the pattern doesn't need to attempt new saving throws.

Success The creature is unaffected.

Failure The creature is blinded by the pattern. If it exits the pattern, it can attempt a new save to recover from the blinded condition at the end of each of its turns, to a maximum duration of 1 minute.

Critical Failure The creature is blinded for 1 minute.

VISION OF DEATH ◆◆ SPELL 4

CONCENTRATE DEATH EMOTION FEAR MANIPULATE MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** 1 living creature

Defense Will

You force the target to see a vision of its own death. It takes 8d6 mental damage with a Will save. If the target is reduced to 0 HP by this spell, its vision becomes reality and kills it instantly.

Critical Success The target is unaffected.

Success The target takes half damage and is frightened 1.

Failure The target takes full damage and is frightened 2.

Critical Failure The target takes double damage, is frightened 4, and is fleeing for as long as it's frightened.

Heightened (+1) The damage increases by 2d6.

VITAL BEACON SPELL 4

CONCENTRATE HEALING MANIPULATE VITALITY

Traditions divine, primal

Cast 1 minute

Duration until your next daily preparations

Vitality radiates outward from you, allowing others to supplicate and receive healing. Once per round, either you or an ally can use an Interact action to supplicate and lay hands upon you to regain Hit Points. Each time the beacon heals someone, it decreases in strength. It restores 4d10 Hit Points to the first creature, 4d8 Hit Points to the second, 4d6 Hit Points to the third, and 4d4 Hit Points to the fourth, after which the spell ends. You can have only one *vital beacon* active at a time.

Heightened (+1) The beacon restores one additional die of HP each time it heals, using the normal die size for that step.

VITALITY LASH ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE VITALITY

Traditions divine, primal

Range 30 feet; **Targets** 1 creature that is undead or otherwise has void healing

Defense Fortitude

You demolish the target's corrupted essence with energy from Creation's Forge. You deal 2d6 vitality damage with a basic Fortitude save. If the creature critically fails the save, it's also enfeebled 1 until the start of your next turn.

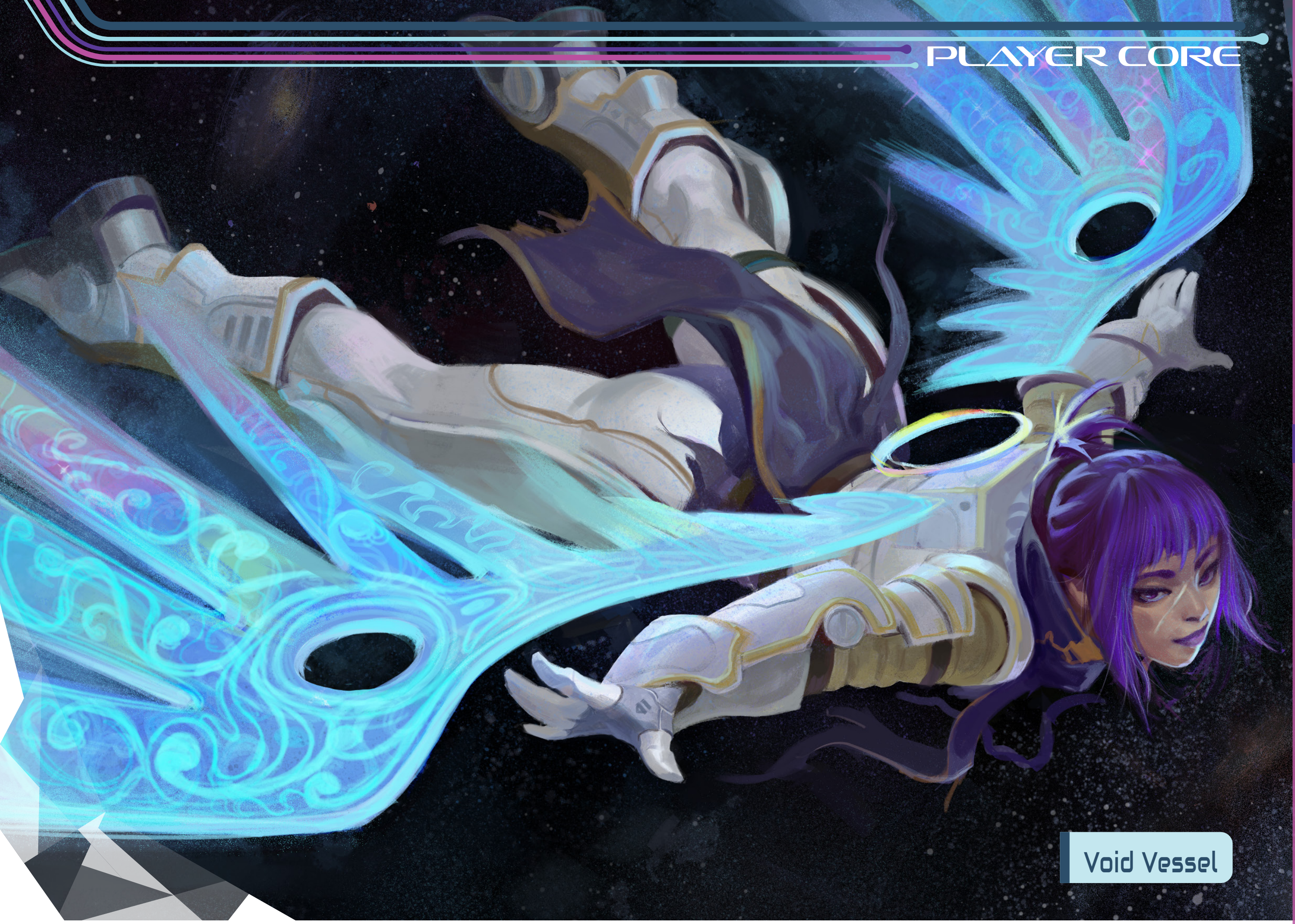
Heightened (+1) The damage increases by 1d6.

VOID SCOUR ◆◆ SPELL 7

CONCENTRATE DARKNESS MANIPULATE VOID

Traditions divine, primal

Range 500 feet; **Area** 60-foot burst



Void Vessel

Defense Reflex

A well of desolate darkness scours all life, dealing 10d10 void damage to all living creatures in the area. Each creature in the area must attempt a Reflex save. If *void scour* overlaps with an area of magical light or affects a creature affected by magical light, *void scour* attempts to counteract the light effect.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 1d6 persistent void damage, and becomes drained 1.

Critical Failure The creature takes double damage and 2d6 persistent void damage, and becomes drained 2.

Heightened (+1) Increase the initial void damage by 2d10. The persistent void damage increases by 1d6 on a failure, or by 2d6 on critical failure.

VOID SEED ◆◆ SPELL 2

MANIPULATE VOID

Traditions divine, primal

Range 30 feet; **Targets** 1 living creature

Defense Will; **Duration** 1 minute

You plant a seed of entropy within a creature. The target gains the void healing ability (page 456). If the target would be healed by a non-void effect with the healing trait, it takes damage instead. An unwilling target can attempt a Will save to negate the effects.

Heightened (5th) You can target up to six living creatures.

VOID VESSEL ◆◆◆ SPELL 8

CONCENTRATE MANIPULATE

Traditions divine, occult, primal

Range 30 feet; **Targets** you and up to 10 willing creatures

Duration 8 hours

You grant creatures the ability to survive in a vacuum. Targeted creatures gain the cosmic trait and sprout wings of shimmering energy that grant a fly Speed of 30 feet. The wings function only in a vacuum.

VOID WARP ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE VOID

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 living creature

Defense Fortitude

You call upon the Void to harm life force. The target takes 2d4 void damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

Heightened (+1) The damage increases by 1d4.

VOID WHISPERS ◆◆ SPELL 3

AUDITORY CONCENTRATE INCAPACITATION LINGUISTIC MANIPULATE MENTAL

Traditions divine, occult

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

The target hears ominous sounds containing unspeakable mysteries from beyond the stars that disorient its mind.

The target attempts a Will save.

Critical Success The creature is unaffected.

Success The target hears the strange whispers, becoming stupefied 1 for 1 round.

Failure The target begins to wander aimlessly, using each action to Step in a random direction. When it moves, the target takes the safest route and doesn't enter hazardous terrain. The spell has a duration of 1 minute or until a creature uses a hostile action against the target.

Critical Failure As failure, except the target babbles incoherently. Any creature that begins its turn within 20 feet of the target must attempt a Will saving throw. On a failure, it must use its first action on its next turn to Step in a random direction and becomes immune to this spell for 24 hours. This is an incapacitation effect.

WAILS OF THE DAMNED ◆◆ SPELL 9

AUDITORY | CONCENTRATE | DEATH | MANIPULATE | VOID

Traditions divine, occult

Area 40-foot emanation

Defense Fortitude

You howl a lament of damned souls. Each living enemy in the area takes 8d10 void damage depending on its Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes full damage.

Failure The creature takes full damage and is drained 1d4.

Critical Failure The creature takes double damage and is drained 4.

WALL OF FIRE ◆◆◆ SPELL 4

CONCENTRATE | FIRE | MANIPULATE

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You raise a blazing wall that burns creatures passing through it. You create either a 5-foot-thick wall of flame in a straight line up to 60 feet long and 10 feet high, or a 5-foot-thick, 10-foot-radius ring of flame with the same height. The wall stands vertically in either form; if you wish, the wall can be of a shorter length or height. Everything on each side of the wall is concealed from creatures on the opposite side. Any creature that crosses the wall or is occupying the wall's area at the start of its turn takes 4d6 fire damage.

Heightened (+1) The fire damage increases by 1d6.

WALL OF FORCE ◆◆◆ SPELL 6

CONCENTRATE | FORCE | MANIPULATE

Traditions arcane, occult

Range 30 feet

Duration 1 minute

You form an invisible wall of pure magical force up to 50 feet long and up to 20 feet high. The wall has no discernible thickness. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall has AC 10, Hardness 30, and 60 Hit Points, and it's immune to critical hits and precision damage. The wall blocks physical effects from passing through it, and because it's made of force, it blocks incorporeal and ethereal creatures as well. Teleportation effects can pass through the barrier, as can visual effects (since the wall is invisible).

Wall of force is immune to effects of its rank or lower that attempt to counteract it. The wall is automatically destroyed by a *disintegrate* spell of any rank.

Heightened (+2) The Hit Points of the wall increase by 20.

WALL OF ICE ◆◆◆ SPELL 5

COLD | CONCENTRATE | MANIPULATE | WATER

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You sculpt an ice barrier that blocks sight and, once shattered, freezes foes. You create either a 1-foot-thick wall of ice in a straight line up to 60 feet long and 10 feet high (the wall doesn't have to be vertical, but it must be anchored on both sides to a solid surface) or a 1-foot-thick, 10-foot-radius hemisphere of ice. The ice that makes up the wall is opaque. If you wish, the wall can be of a smaller length, height, or radius. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 40 Hit Points, and it's immune to critical hits, cold damage, and precision damage. A section also has weakness 15 to fire; a section of the wall destroyed by fire melts, evaporating into water and steam. A section destroyed by means other than fire leaves behind a chilling mass of ice that is difficult terrain and deals 2d6 cold damage to any creature passing through it.

Heightened (+2) The Hit Points of each section of the wall increase by 10, and the cold damage dealt to creatures crossing a destroyed section increases by 1d6.

WALL OF PLASMA ◆◆◆ SPELL 6

CONCENTRATE | ELECTRICITY | FIRE | MANIPULATE

Traditions arcane, primal

Range 120 feet

Duration 1 minute

You shape a wall of crackling plasma that burns creatures passing through it. You create either a 5-foot-thick wall of plasma in a straight line up to 60 feet long and 10 feet high, or a 5-foot-thick, 10-foot-radius ring of plasma with the same height. The wall stands vertically in either form; if you wish, the wall can be of a shorter length or height. Everything on each side of the wall is concealed from creatures on the opposite side. Any creature that crosses the wall or is occupying the wall's area at the start of its turn takes 4d6 fire damage and 2d6 persistent electricity damage.

Heightened (+1) The persistent electricity damage increases by 1d6.

WALL OF STEEL ◆◆◆ SPELL 7

CONCENTRATE | MANIPULATE | METAL

Traditions arcane, primal
Range 120 feet
Duration 1 minute

You shape a wall of solid steel. You create a 4-inch-thick wall of steel up to 120 feet long and 20 feet high. You can shape the wall's path, placing each 5 feet of the wall on the border between squares. The wall doesn't need to stand vertically, so you can use it to form a bridge or set of stairs, for example. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 18, and 60 Hit Points, and it's immune to critical hits and precision damage. A destroyed section of the wall can be moved through, but the rubble created from it is difficult terrain.

Heightened (+1) The Hit Points of each section of the wall increase by 15.

WALL OF STONE ◆◆◆ SPELL 5

CONCENTRATE | EARTH | MANIPULATE

Traditions arcane, primal
Range 120 feet

You shape a wall of solid stone. You create a 1-inch-thick wall of stone up to 120 feet long, and 20 feet high. You can shape the wall's path, placing each 5 feet of the wall on the border between squares. The wall doesn't need to stand vertically, so you can use it to form a bridge or set of stairs, for example. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 14, and 50 Hit Points, and it's immune to critical hits and precision damage. A destroyed section of the wall can be moved through, but the rubble created from it is difficult terrain.

Heightened (+2) The Hit Points of each section of the wall increase by 15.

WALL OF THORNS ◆◆◆ SPELL 3

CONCENTRATE | MANIPULATE | PLANT | WOOD

Traditions arcane, primal
Range 60 feet
Duration 1 minute

You grow a wall of thorny brambles from the ground. You create a 5-foot-thick wall of brambles and thorns in a straight line up to 60 feet long and 10 feet high. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall stands vertically. If you wish, the wall can be of a shorter length or height. Everything on each side of the wall has cover from creatures on the opposite side, and the wall's spaces are difficult terrain. For every move action a creature uses to enter at least one of the wall's spaces, that creature takes 3d4 piercing damage.

Each 10-foot-by-10-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points. It's immune to critical hits and precision damage. A destroyed section can be moved through freely.

Heightened (+1) The Hit Points of each section of the wall increase by 5, and the piercing damage increases by 1d4.

WALL OF WIND ◆◆◆ SPELL 3

AIR | CONCENTRATE | MANIPULATE

Traditions arcane, primal
Range 120 feet
Duration 1 minute

You create a barrier of gusting winds that hinders anything moving through it. The wall of swirling winds is 5 feet thick, 60 feet long, and 30 feet high. The wall stands vertically, but you can shape its path. Though the wall of wind distorts the air, it does not hamper sight. The wall has the following effects.

- Ammunition from physical ranged attacks—such as bolts, bullets, grenades, and other objects of similar size—can't pass through the wall. Attacks with bigger ranged weapons, such as singing spears, take a –2 circumstance penalty to their attack rolls if their paths pass through the wall. Massive ranged weapons and spell effects that don't create physical objects pass through the wall with no penalty.
- The wall is difficult terrain to creatures attempting to move overland through it. Gases, including creatures in *vapor form*, can't pass through the wall.
- A creature that attempts to fly through the wall using a move action must attempt a Fortitude save.
  Critical Success The creature can move through the wall normally this turn.
  Success The flying creature can move through the wall this turn, but the wall is difficult terrain.
  Failure The wall stops the movement of the flying creature, and any remaining movement from its current action is wasted.
  Critical Failure As failure, and the creature is pushed 10 feet away from the wall.

WARP MIND ◆◆ SPELL 7

CONCENTRATE | EMOTION | INCAPACITATION | MANIPULATE | MENTAL

Traditions arcane, occult
Range 120 feet; **Targets** 1 creature
Defense Will

You scramble a creature's mental faculties and sensory input. The target must attempt a Will saving throw. Regardless of the result of that save, the target is then temporarily immune for 10 minutes. *Warp mind*'s effects happen instantly, so *dispel magic* and other effects that counteract spells can't counteract them. However, *wish* rituals and abilities that can remove non-magical effects can still counteract the effects.

Critical Success The target is unaffected.
Success The target spends the first action on its next turn with the confused condition.

Failure The target is confused for 1 minute.

Critical Failure The target is confused permanently.

WATER BREATHING SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, divine, primal

Cast 1 minute

Range 30 feet; **Targets** up to 5 creatures

Duration 1 hour

The targets can breathe underwater.

Heightened (3rd) The duration is 8 hours.

Heightened (4th) The duration is until your next daily preparations.

WATER WALK ◆◆ SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, divine, primal

Range touch; **Targets** 1 creature

Duration 10 minutes

The target can walk on the surface of water and other liquids without falling through. It can go underwater if it wishes, but in that case it must Swim normally. This spell doesn't grant the ability to breathe underwater.

Heightened (4th) The spell's range increases to 30 feet, the duration increases to 1 hour, and you can target up to 10 creatures.

WAVE OF DESPAIR ◆◆ SPELL 5

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions arcane, occult

Area 30-foot cone

Defense Will; **Duration** 1 or more rounds

You inflict despair on creatures in the area. The effects for each creature are determined by its Will save.

Critical Success The creature is unaffected.

Success For 1 round, the creature can't use reactions and must attempt another save at the start of its turn; on a failure, it is slowed 1 for that turn as it sobs uncontrollably.

Failure As success, but the duration is 1 minute.

Critical Failure As failure, and the creature is automatically slowed 1 for 1 minute.

Heightened (7th) The area increases to a 60-foot cone.

WAVE OF WARNING ◆◆ SPELL 5

CONCENTRATE EMOTION FEAR MANIPULATE MENTAL NONLETHAL

Traditions divine, primal

Range 120 feet; **Targets** 1 creature, plus any number of additional creatures

Defense Will

You deter enemies with a wave of hostile intent. The target takes 7d8 nonlethal mental damage, and the target must attempt a Will save. The psychic energy then arcs to another creature within 30 feet of the first target, jumps to another creature within 30 feet of that target, and so on. You can end the wave at any point. You can't target the same creature more than once, and you must have line of effect to all targets. Roll the damage only once, and apply it to each target (halving or doubling as appropriate for its saving throw outcome).

Critical Success The target creature is unaffected, and the wave ends with that target.

Success The target takes half damage.

Failure The target takes full damage and is frightened 1.

Critical Failure The target takes double damage and is frightened 2.

Heightened (+1) The damage increases by 2d8.

WEIGHT OF AGES ◆◆ SPELL 4

ATTACK CONCENTRATE MANIPULATE

Traditions divine, occult

Range 120 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You burden a creature's body and mind with the pains and sorrows of a lifetime. The target takes 3d8 bludgeoning damage and 3d8 mental damage and must attempt a Will saving throw.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is encumbered for 1 round.

Critical Failure The target takes double damage and is encumbered for 1 minute.

Heightened (+1) The mental damage increases by 2d8.

WISP ALLY ◆◆ SPELL 1

CONCENTRATE LIGHT MANIPULATE

Traditions divine, primal

Range 120 feet; **Target** one creature

Defense Will; **Duration** sustained up to 1 minute

You summon a Tiny bouncing wisp of light that easily distracts even the most determined of combatants. The wisp floats near your target. A wisp doesn't take up space, grant flanking, or have any other attributes a creature would. The wisp generates bright light in a 10-foot radius. When you Cast the Spell and each time you Sustain the spell, your wisp attempts to distract your target, which must succeed at a Will save or become off-guard until the start of your next turn. A creature who critically succeeds becomes immune to *wisp ally* for 1 hour.

Heightened (+1) You create one additional wisp, allowing you to choose a different target. Each wisp you create must have a different target, and all of them attempt to distract their targets at the same time when you cast or Sustain this spell.

X-RAY VISION ◆◆ SPELL 6

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Duration 10 minutes

You empower yourself to see through most materials and walls within 60 feet. Your sight is blocked by 2 feet of wood or plastic, 1 foot of stone, 2 inches of common metal, or any amount of lead or any starmetal, and you can only see in black and white.

MYSTIC EPIPHANY SPELLS

Mystics channel their connection into powerful revelations with the following spells.

AKASHIC

AKASHIC FOUNT ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC

Range 500 feet; **Target** 1 bonded creature

Duration 1 minute

You open the target's mind to the Akashic Record to draw in feelings, memories, and knowledge contained within that astral repository. Choose one Lore skill. The target temporarily gains the same proficiency rank in that skill as your proficiency rank in Occultism.

AKASHIC ASSISTANT ◆◆ FOCUS 4

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC

Range 120 feet; **Targets** 1 bonded creature

Duration 1 minute

You summon a projection of one of the etheric entities that work as librarians and scribes within the Akashic Record to assist your target with a task. The projection appears floating next to the target and doesn't occupy any space. The assistant prepares to Aid the target as though it had its own reaction. The assistant uses a bonus equal to your modifier in Occultism for its rolls to Aid, regardless of what skill it is Aiding with. On each of your turns, the assistant prepares to Aid its target again. You can use a free action, which has the concentrate trait, to redirect the assistant to a different creature, changing the target of the spell. Otherwise, the assistant keeps aiding the same creature for the duration of the spell.

DATA DRAIN ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC

Range 60 feet; **Targets** 1 creature

Defense Will

You leech memories and conscious thoughts from the target's mind and convert them into astral data that you can record and analyze as easily as if the target's psyche were laid out in ribbons of computer code. This deals 8d6 mental damage with a basic Will save.

Critical Success The target is unaffected.

Success The target takes half damage and is stupefied 1 until the end of your current turn.

Failure The target takes full damage and is stupefied 1 until the end of your next turn. You Recall Knowledge about the target.

Critical Failure As failure, except the target takes double damage and is stupefied 1 for 1 minute.

Heightened (+1) The mental damage increases by 2d6.

ELEMENTAL

ELEMENTAL WEAPON ◆◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC

Range 30 feet; **Target** 1 willing bonded creature

Duration 10 minutes

You create an advanced, martial, or simple weapon out of elemental energy that materializes in the hands of a bonded creature. Select an elemental trait for the created weapon: air, earth, fire, metal, water, or wood. The weapon is tactical grade and comes fully charged and loaded with basic ammunition. It cannot be made of any special materials.

The weapon has one fewer upgrade slot but can be upgraded with any upgrades you hold in your hands as a locus when casting this spell, which become inert until the spell ends. The weapon deals damage as normal plus 1d4 additional damage based on the chosen trait: electricity for air, bludgeoning for earth, fire for fire, acid for metal, cold for water, or poison for wood.

Heightened (2nd) You can create an advanced weapon.

Heightened (5th) You can create a superior weapon.

Heightened (6th) You can create an elite weapon.

Heightened (8th) You can create an ultimate weapon.

Heightened (9th) You can create a paragon weapon.

ELEMENTAL BARRIER ◆◆ FOCUS 4

UNCOMMON FOCUS MANIPULATE MYSTIC

Range 30 feet; **Targets** 1 bonded creature

Duration 1 minute

A barrier of protective elemental energy appears around the target, bolstering their defense. Select an elemental trait: air, earth, fire, metal, water, or wood. *Elemental barrier* gains the trait you chose. The target gets a +1 circumstance bonus to AC. While the spell is in effect, the target can use the Shield Block reaction as if the *elemental barrier* was a raised shield.

The barrier has Hardness 6 and 40 HP. It has Resistance 2 to one damage type based on the chosen trait: electricity or sonic for air, bludgeoning or piercing for earth, acid or slashing for metal, fire for fire, cold for water, or poison for wood. Unlike a normal Shield Block, you can use the spell's reaction against spells with the chosen elemental trait cast against the creature.

Heightened (5th) The barrier has 48 HP.

Heightened (6th) The barrier has Hardness 8 and 52 HP.

Heightened (7th) The barrier has Hardness 8 and 60 HP.

Heightened (8th) The barrier has Hardness 10 and 68 HP.

Heightened (9th) The barrier has Hardness 10 and 80 HP.

ELEMENTAL NOVA ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC

Range 240 feet; **Area** 20-foot burst

Defense basic Reflex

A roaring blast of elemental energy erupts around your targets. Select an elemental trait: air, earth, fire, metal, water, or wood. *Elemental nova* gains the trait you choose. *Elemental nova* deals 11d6 damage based on the chosen trait: electricity or sonic for air, bludgeoning or piercing for earth, acid or slashing for metal, fire for fire, cold for water, or poison for wood.

Heightened (+1) The damage increases by 2d6.

HEALING

INFUSION ◆ TO ◆◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC VITALITY VOID

Range varies; **Targets** 1 willing bonded creature

You infuse the target's essence with healing energy. If the target is a willing creature, you restore 1d6 Hit Points. The target is then temporarily immune for 10 minutes. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

◆ The spell has a range of touch.

◆◆ The spell has a range of 30 feet. If you're healing a creature, increase the Hit Points restored by 6.

◆◆◆ You heal all bonded creatures in a 30-foot emanation.

Heightened (+1) The amount of healing increases by 1d6, and the extra healing for the 2-action version increases by 6.

VITALITY NOVA ◆◆ FOCUS 4

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC VITALITY

Range 100 feet; **Area** 30-foot burst

You release a burst of condensed vitality energy, causing a radiant explosion of healing light. Spend any number of Hit Points from your vitality network. *Vitality nova* heals all creatures in the area 1 Hit Point for every 2 Hit Points spent to cast it. Treat this healing as a use of Transfer Vitality.

- If you spend 20 or more Hit Points and the spell was cast in an area of magical darkness, vitality nova attempts to counteract the darkness effect.
- If you spend 40 or more Hit Points, creatures healed by the spell can attempt a DC 10 flat check to end persistent bleed damage.
- If you spend 60 or more Hit Points, end all persistent damage on creatures healed by this spell.

VITAL REBIRTH ↺ FOCUS 6

UNCOMMON FOCUS MANIPULATE MYSTIC VITALITY

Trigger A bonded creature within range would die.

Range 60 feet; **Target** the triggering creature

Your network catches the soul of a bonded creature before it departs and forcefully resuscitates their body with a jolt of energy. You prevent the target from dying and Transfer Vitality to the triggering ally. The target becomes immune to *vital rebirth* for 24 hours. *Vital rebirth* has no effect if the triggering effect was *disintegrate*, *promession*, or a death effect. You must have at least 1 Hit Point in your vitality network to cast this spell.

RHYTHM

ANTHEM ◆ FOCUS 1

UNCOMMON CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL MYSTIC

Area 60-foot emanation

Duration sustained up to 1 minute

You compose the tangle of cosmic melodies into an anthem for your bonded companions. All bonded creatures in the area gain a +1 status bonus to attack rolls and damage rolls, and also gain a +1 status bonus to saves against effects that cause fascinated or confused.

SHUFFLE REPEAT ◆ FOCUS 4

UNCOMMON CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL MYSTIC

Range 60 feet; **Target** 1 bonded creature

Duration sustained up to 1 minute

You shuffle the cosmic mix to repeat one creature's personal anthem, further motivating and empowering them. The target's Strikes deal an additional die of sonic damage and the target gains a +1 status bonus to Will saves and Will DCs.

REMIX ◆◆ FOCUS 6

UNCOMMON CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL MYSTIC

Range 60 feet; **Target** 1 bonded creature

Duration sustained up to 1 minute

You remix the Song of the Spheres into a catchy dance beat. The target becomes quickened and can use the extra action to Interact, Stride, or Step.

Heightened (7th) You can target up to 6 bonded creatures.

SHADOW

SHADOW SNAP ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC SHADOW

Range 30 feet; **Target** 1 creature

Defense AC; **Duration** sustained up to 1 minute

With a snap of your fingers, you command the target's shadow to either attack or stalk its body. If you command it to attack, attempt a spell attack roll against the target's AC, dealing 1d10 cold damage on a hit (or double damage on a critical hit). This attack uses and contributes to your multiple attack penalty.

If you command the shadow to stalk, attempt a spell attack roll against the target's AC the first time the target uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; dealing 1d10 cold damage on a hit. If the attack is a critical hit, the shadow disrupts that action.

Each time you Sustain the spell, you can choose to either attack the target or command the shadow to stalk the target until the end of your next turn.

Heightened (+1) The cold damage increases by 1d10.

CLOYING SHADOWS ◆◆ FOCUS 4

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC SHADOW

Range 60 feet; **Targets** 10-foot burst

Defense Fortitude

You command creatures' shadows to writhe and write and rebel against their owners. Each creature in the area takes 6d6 cold damage.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is sickened 1.

Critical Failure The target takes double damage and is sickened 2.

Heightened (+1) The cold damage increases by 2d6.

SHADOW PRISON ◆◆ FOCUS 6

UNCOMMON CONCENTRATE EMOTION FOCUS INCAPACITATION MANIPULATE MENTAL MYSTIC SHADOW

Range 120 feet; **Targets** 1 creature
Defense Will

You cause memories of the target's resentment, regret, and other negative feelings to engorge its shadow until it grows large enough to swallow them whole. The target attempts a Will saving throw. The target is then immune to this spell for 1 minute.

Critical Success The target is unaffected.

Success The target resists the spell before it's completely swallowed up, but shadowy tendrils cling to it, making the target slowed 1 for 1 round.

Failure The target is swallowed by its own shadow until the beginning of your next turn. The target is invisible and paralyzed, cannot experience or interact with the outside world, and cannot be targeted by any attacks or other effects.

Critical Failure As failure, except the target is swallowed for 1 minute.

OTHER EPIPHANY SPELLS

ELDRITCH BOND ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MYSTIC POLYMORPH

Range 30 feet; **Targets** 1 willing bonded creature
Duration 1 minute

You channel mysterious power from beyond the edges of the known universe to infuse a bonded creature with the essence of an eldritch creature. You grant the target up to two of the following abilities:

- Darkvision
- Mental resistance equal to half the creature's level (minimum 1)
- A tentacle unarmed attack that deals 1d8 bludgeoning damage
- A stinger unarmed attack that deals 1d6 acid damage and has the agile and finesse traits
- A beam ranged unarmed attack with a range increment of 40 feet that deals 1d6 mental damage
- 10-foot reach on all melee attacks (including the above)
- Melee strikes (including those above) affect incorporeal creatures as if they had the *ghost killer* upgrade.

Heightened (3rd) The damage dealt by the attacks increases to 2 dice.

Heightened (5th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to 2 dice.

Heightened (6th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to 3 dice.

Heightened (9th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to 4 dice.

VITALITY WEB ◆◆ FOCUS 8

UNCOMMON CONCENTRATE FOCUS MYSTIC VITALITY

Range 120 feet; **Targets** 2 bonded creatures
Duration sustained up to 1 minute

Your network briefly manifests as a web of vital energy connecting members of your bond. Each target gains fast healing 8. When you Cast the Spell and the first time each round you Sustain the Spell, the targets gain 16 temporary Hit Points, which last for 1 round.

Heightened (+1) The number of targets and the fast healing increases by 1 and the temporary Hit Points increases by 2.

WILD BOND ◆◆ FOCUS 1

UNCOMMON FOCUS MYSTIC POLYMORPH

Cast ◆◆ manipulate
Range 30 feet; **Targets** 1 willing bonded creature
Duration 1 minute

You tap into the Universal code to infuse the target with the essence of another living creature and grant them one of the following abilities:

- A burrow Speed of 15 feet
- A climb Speed of 20 feet
- A fly Speed of 20 feet
- A swim Speed of 25 feet
- A Speed of 40 feet
- A jaw unarmed attack that deals 1d8 piercing damage
- A claw unarmed attack that deals 1d6 slashing damage and has the agile and finesse traits
- Darkvision

Heightened (3rd) The damage dealt by the attacks increases to 2 dice.

Heightened (5th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to 2 dice.

Heightened (6th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to 3 dice.

Heightened (9th) Increase the number of targets to 5 targets. The damage dealt by the attacks increases to 4 dice.

WITCHWARPER WARP SPELLS

Witchwarpers alter fate, control time, and bend reality with the following spells.

ANALYST

WARP PROBABILITY ↺ FOCUS 1

UNCOMMON ANCHORING CONCENTRATE FOCUS FORTUNE WITCHWARPER

Trigger You fail an attack roll or saving throw.

You open your mind to read the underlying probability of the multiverse. Reroll the failed check and take the better result.

ALTERNATE OUTCOME ↺ FOCUS 4

UNCOMMON ANCHORING CONCENTRATE FOCUS MISFORTUNE WITCHWARPER

Trigger A creature in your quantum field would succeed (but not critically succeed) a saving throw.

Range within your quantum field; **Targets** the triggering creature

You reject the outcome for a being in your current existence and replace it with that of a different reality. The target must reroll the triggering saving throw and use the worse result.

QUANTUM ANALYSIS ◆ FOCUS 6

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | FORTUNE | MENTAL | WITCHWARPER

Duration sustained up to 1 minute

You see the probability equations all around you, tracing each variable to every possible conclusion. Creatures you target during this spell's duration can't benefit from circumstance bonuses to AC due to cover against your attacks. You also ignore circumstance penalties to the attack roll and any flat check required due to the creature being concealed, hidden, or behind cover. You can cast spells that target creatures within your quantum field even if you don't have line of sight to them.

The first time after casting this spell when you make an attack roll against a creature within your quantum field during *quantum analysis*' duration, you roll twice and use the better result. This effect has the fortune trait.

ANOMALY

WARP TERRAIN ◆ FOCUS 1

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | WITCHWARPER

You materialize terrain features from another reality within your quantum field. Choose one of the following effects, which lasts as long as your quantum field remains active, until you cast *warp terrain* again, or until you dismiss this spell.

- You cause the area of your quantum field to become difficult terrain. You determine the appearance of the warped terrain. You and your allies can move through the warped terrain normally and can Take Cover using its features.
- You suppress terrain in your field, turning any existing difficult or greater difficult terrain in your quantum field to normal terrain. This does not apply to effects that cause a creature to count squares as difficult terrain (such as a solarian's graviton-attunement attacks). If you're attempting to suppress terrain created by a spell or other magical effect, you must successfully counteract the effect.

Heightened (3rd) You can choose to have the quantum field fill with fog, smoke, or another phenomenon that obscures vision. This functions as *mist*. You can instead suppress one of these effects within your quantum field.

Heightened (6th) You can choose to have the quantum field become greater difficult terrain, or suppress greater difficult terrain.

WARP WORLD ◆◆ FOCUS 4

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | MANIPULATE | WITCHWARPER

Range within your quantum field; **Area** 10-foot burst

Defense Fortitude; **Duration** 1 round

You recreate a powerful event from another world in your current reality. All creatures in the area must attempt a Fortitude save. The damage and effects caused by *warp world* are determined by rolling 1d6, as detailed on the following table.

Heightened (+1) Damage increases by 1d12, persistent damage increases by 1d6.

WARP WORLD EFFECTS

D6	Effect
1	**Supernova:** An exploding sun deals 4d12 fire damage and 1d6 persistent electrical damage. On a critical failure, creatures take double damage and are dazzled for 1 round.
2	**Earthquake:** The ground shakes, dealing 4d12 bludgeoning damage. On a critical failure, creatures take double damage and are knocked prone.
3	**Inferno:** A volcanic eruption or firestorm deals 4d12 fire damage. Everything within the aura is concealed by smoke for 1 round. On a critical failure, creatures take double damage and are sickened 1.
4	**Eldritch Storm:** A howling tempest of psychic energy deals 4d12 sonic damage and 1d6 persistent mental damage. On a critical failure, creatures take double damage and are confused for 1 round.
5	**Flash Freeze:** A storm from an arctic planet deals 4d12 cold damage. On a critical failure, creatures take double damage and are slowed 1 for 1 round.
6	**Radioactive Blast:** The echo of a nuclear reaction deals 4d12 bludgeoning damage and 1d6 persistent fire damage. On a critical failure, creatures take double damage, they take 1d6 persistent poison damage and are fatigued as long as the persistent poison damage lasts.

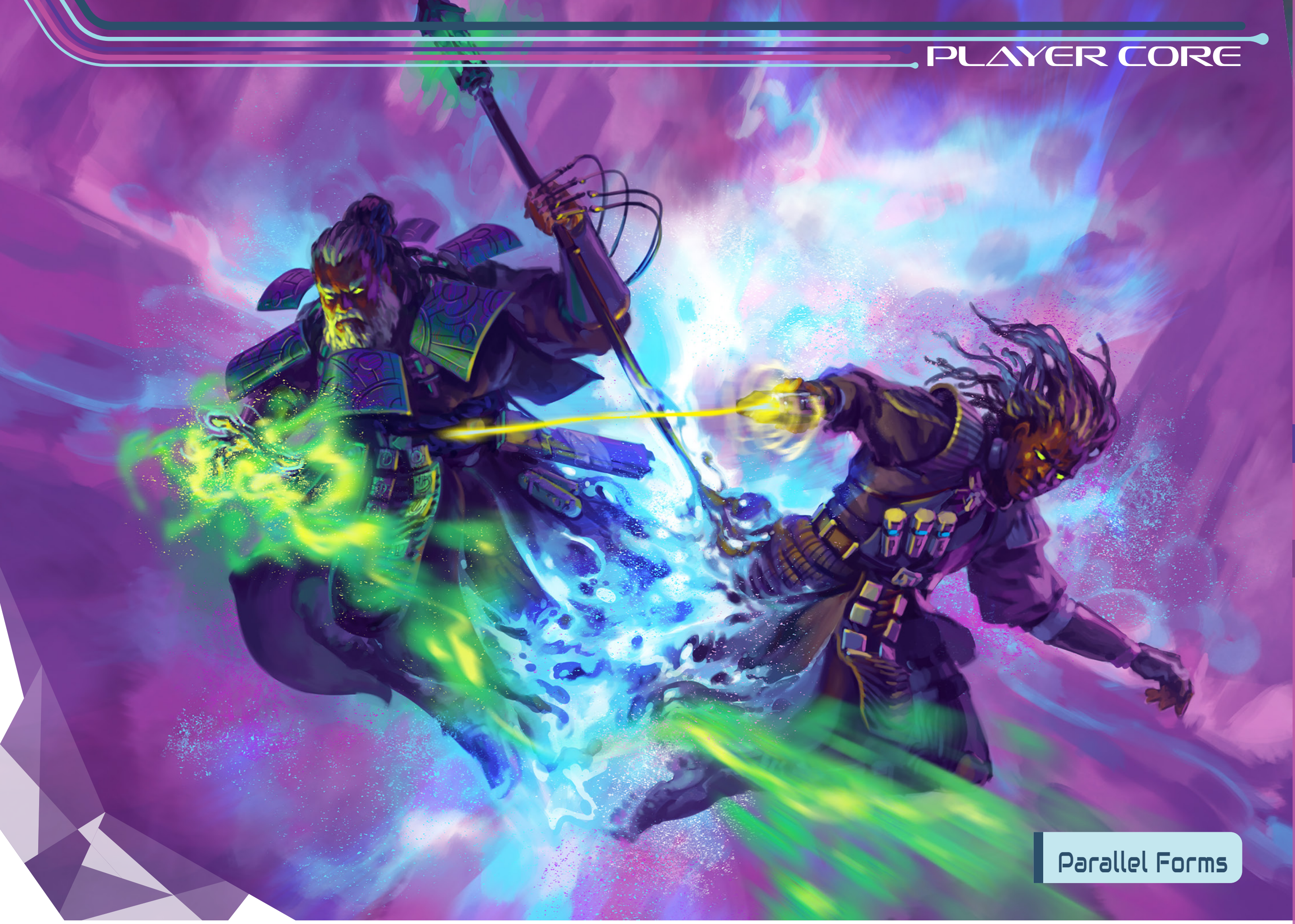
PARALLEL FORMS ◆◆ FOCUS 6

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | MANIPULATE | WITCHWARPER

Duration sustained up to 1 minute

You split yourself into two versions with different fates. Each version of you Strides from your current space, then takes a single action. If the actions are both attacks, they must target a different creature and use the same multiple attack penalty, counting as one attack toward your multiple attack penalty. Each round you Sustain the spell, your parallel forms share actions and use the same bonuses and penalties, including your multiple attack penalty. You apply damage dealt to either form to your current Hit Points, but if both forms take damage from the same effect such as from an attack or spell with area damage, you only apply the damage once. In the case of an effect with a save that affects both forms, you take the worse result and apply it to both forms. When the spell ends, you choose one of the two forms as your actual form and the other version of you disappears. The spell automatically ends if you are reduced to 0 Hit Points.

Heightened (8th) Your parallel forms are quickened and can use the extra action to Step, Stride, or Strike.



Parallel Forms

GAP INFLUENCED

WARP PRESENCE ⤾ FOCUS 1

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | WITCHWARPER

Trigger An enemy targets you with a Strike or spell attack.
Range 120 feet; **Target** the triggering enemy
Defense Will; **Duration** varies

Your presence flickers in the target's mind as though you had disappeared. The triggering creature attempts a Will save.

Success You become concealed against that creature's attacks for 1 round, including the triggering attack. If you were already concealed, you become undetected instead.

Failure The triggering attack misses. You are undetected to the triggering creature for 1 round. If you use a hostile action, this effect ends after that hostile action is completed.

Critical Failure The triggering attack misses. You are undetected to that creature for 1 minute. If you use a hostile action, this effect ends after that hostile action is completed.

FORGET ◆◆ FOCUS 4

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | WITCHWARPER

Range 30 feet; **Targets** 1 creature or object in your quantum field
Duration 10 minutes

You force creatures to temporarily forget about the target. The target is invisible while within your quantum field, and memories of the target are temporarily erased or rewritten. This makes it undetected to all creatures.

The first time an enemy attempts to locate the target (such as by Seeking) or uses Recall Knowledge to recall information about the target, they take 8d8 mental damage with a basic Will save as they suffer painful migraines and mental static while trying to process information about the missing target. On a critical failure the enemy is also confused for 1 round.

Heightened (+1) The damage increases by 2d8.

REALITY WIPE ◆◆ FOCUS 6

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | WITCHWARPER

You reset reality within your quantum field, purging the area of all forms of data. All written information and computer data in the area is subject to the effects of *delete*. You attempt to counteract any spell whose area or targets are in your quantum field, as *dispel magic*. If the counteract attempt succeeds, it prevents only the portion of the spell inside your quantum field (so if the spell also has targets outside your quantum field, or part of its area is beyond your quantum field, those targets or that area are affected normally).

Creatures in your quantum field take 8d6 spirit damage (basic Will save). Creatures who critically fail are stupefied 2 for 1 minute.

PRECOG

WARP TIME ◆ FOCUS 1

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | WITCHWARPER

You temporarily alter the timeline within your quantum field. Choose one of the following effects.

- **Rewind** You rewind your personal timeline to an earlier point in your life cycle. You gain 10 temporary Hit Points, which last for 1 minute.
- **Fast Forward** You accelerate the personal timeline of a creature in your quantum field to the end of its natural life cycle. The creature takes 1d10 void damage with a Fortitude save.

  Critical Success The target is unaffected.

  Success The target takes half damage.

  Failure The target takes full damage and is enfeebled 1 for 1 round.

  Critical Failure The target takes double damage and is enfeebled 1 for 1 minute.

Heightened (+2) Increase the damage by 1d10 and the temporary Hit Points by 5.

ACCELERATE ◆◆ FOCUS 4

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | MANIPULATE | WITCHWARPER

Duration 1 minute

You speed up the flow of your personal timeline in relation to the rest of the universe. You gain the quickened condition and can use the extra action each round only to Strike, Stride, or Step.

TIME LOOP ◆◆ FOCUS 6

UNCOMMON | ANCHORING | CONCENTRATE | FOCUS | INCAPACITATION | MANIPULATE | WITCHWARPER

Range within your quantum field; **Targets** up to 5 creatures

Defense Will

You trap a creature in a time loop of your creation. The target sees and reacts to a repeating loop of events, based on the result of a Will save.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is stunned 2.

Critical Failure The creature is stunned 3 and slowed 1 for 1 minute.

OTHER WARP SPELLS

QUANTUM NEGATION ◆◆ FOCUS 10

UNCOMMON | ANCHORING | CONCENTRATE | DEATH | FOCUS | MENTAL | WITCHWARPER

Range within your quantum field; **Targets** 1 creature

Defense basic Will

You expose a target to a reality in which it's already dead, or never existed in the first place. Once targeted, the creature becomes temporarily immune for 1 minute. The effect of the spell depends on the target's level. If this spell brings a target of level 16 or lower to 0 Hit Points, it ceases to exist in this reality. At the GM's discretion, this may mean it's impossible to restore the target to life without the intervention of a deity, the *wish* ritual, or similar magic. A target of 17th level or higher merely dies instantly when this spell reduces it to 0 Hit Points, instead of being erased from reality. The target attempts a basic Will save. This spell's damage has no damage type.

13th or lower The target takes 9,999 damage. It reduces the degree of success of its Will save by one step.

14th to 16th The target takes 25d10 damage.

17th or higher The target takes 20d10 damage.

TECHNOLOGY DOMAIN

Clerics and some other devotees can gain domain spells from their deities. Some Starfinder deities are associated with the new technology domain.

TECH INTUITION ⟲ FOCUS 1

UNCOMMON | CLERIC | CONCENTRATE | FOCUS | FORTUNE

Trigger You attempt a skill check to Recall Knowledge about a piece of technology or to use a technological device, or you roll a saving throw against an effect with the technology trait.

Focusing on a piece of technology, you get a brief glimpse of its nature and function. You roll the triggering check twice (or the GM rolls in the case of checks to Recall Knowledge) and use the better result.

COMMUNE WITH TECH ◆◆ FOCUS 4

UNCOMMON | CLERIC | CONCENTRATE | FOCUS | MANIPULATE

Range 120 feet; **Target** one creature or object with the tech trait

You briefly establish a mystical connection between your mind and a piece of technology, allowing you to understand the object or manipulate its power. Choose any one of the following effects. An unwilling target must attempt a Will saving throw and negates the effect on a success.

- **Understand Tech** You gain deep understanding of the target object or creature. For the next minute, you gain a +2 status bonus to skill checks to hack, use, manipulate, disable, identify, Recall Knowledge about, or otherwise interact with the target.
- **Discharge Creature** A creature with the tech trait becomes glitching 1 on a failed save, or glitching 2 on a critical failure.
- **Discharge Object** The object loses all its remaining charges if its item level is up to your level minus 2. If the object is powered by electrical means but doesn't use charges, it instead loses power for 3 rounds. If the object's item level is greater than your level minus 2, it instead loses a single charge or powers down for 1 round.
- **Charge Object** The object restores all its spent charges if its item level is up to your level minus 2. If the object is powered by electrical means but doesn't use charges, it instead becomes powered for 3 rounds. If the object's item level is greater than your level minus 2, it instead gains a single charge or becomes powered for 1 round.

RITUALS

A ritual is an esoteric and complex spell that anyone can cast. It takes much longer to cast a ritual than a normal spell, but rituals can have more powerful effects.

CASTING RITUALS

When you take charge of a ritual, you are its primary caster, and others assisting you are secondary casters. You can be a primary caster for a ritual even if you can't cast spells. You must know the ritual, and the ritual's spell rank can be no higher than half your level rounded up. You must also have the required proficiency rank in the skill used for the ritual's primary check (see Checks below), and as the primary caster, you must attempt this skill check to determine the ritual's effects. The primary skill check determines the tradition.

Rituals do not require spell slots to cast. You can heighten a ritual up to half your level rounded up, decided when the ritual is initiated. A ritual always takes at least 1 hour to perform, and often longer. While a ritual is a downtime activity, it's possible—albeit risky—to perform a ritual during exploration with enough uninterrupted time. A ritual's casting time is usually listed in days. Each day of casting requires 8 hours of participation in the ritual from all casters, with breaks during multiday rituals to allow rest. One caster can continue a multiday ritual, usually with some light chanting or meditation, while the other casters rest. All rituals require repeated spellcasting words and gestures throughout their casting time.

RITUALS BY RANK

Rank	Ritual
2	*Animate object*
2	*Consecrate*
2	*Create undead*
4	*Atone*
4	*Blight*
4	*Plant growth*
5	*Call spirit*
5	*Planar servitor*
5	*Resurrect*
6	*Awaken animal*
6	*Awaken computer*
6	*Binding circle*
6	*Commune*
6	*Primal call*
7	*Collective memories*
7	*Planar displacement*
8	*Control weather*
9	*Forge Drift beacon*
10	*Wish*

LEARNING RITUALS

Learning a ritual does not count against any limits on spells in your spell repertoire or on any other normal spellcasting ability. Rituals are never common, though if you look hard, you can probably find someone who can perform an uncommon ritual for you. They may still be unwilling to teach it to you.

COST

A ritual's Cost entry lists valuable components required to cast the ritual. If a ritual doesn't have any such components, it won't have a Cost entry. The cost is consumed when you attempt the primary skill check. Costs are often presented as a base cost multiplied by the target's level and sometimes the spell's rank. If the target's level is lower than 1, multiply the cost by 1 instead. Heightened versions that increase the base cost multiply it by the target's level or another value as appropriate. Most rituals that create permanent creatures, such as *create undead*, use costs based on the level of the creature, as presented on Creature Creations Ritual Table on page 382.

SECONDARY CASTERS

Many rituals need additional secondary casters, who also don't need to be able to cast spells. Unlike a primary caster, a secondary caster doesn't need a minimum level or skill proficiency. The Secondary Casters entry, if present, indicates the minimum number of secondary casters required.

CHECKS

At the ritual's culmination, you must attempt the skill check listed in the Primary Check entry to determine the ritual's outcome. Primary checks usually have a very hard DC for a level that's twice the ritual's spell rank. As with other downtime activities, fortune and misfortune effects can't modify your checks for the ritual, nor can bonuses or penalties that aren't active throughout the process.

The GM can adjust the DCs of rituals, add or change primary or secondary checks, or even waive requirements to fit specific circumstances. For example, performing a ritual in a location where ley lines converge on the night of a new moon might make a normally difficult ritual drastically easier.

CREATURE CREATION RITUALS

Creature Level	Ritual Rank Required	Cost
–1 or 0	2	150 credits
1	2	600 credits
2	3	1,050 credits
3	3	1,800 credits
4	4	3,000 credits
5	4	4,800 credits
6	5	7,500 credits
7	5	10,800 credits
8	6	15,000 credits
9	6	21,000 credits
10	7	30,000 credits
11	7	42,000 credits
12	8	60,000 credits
13	8	90,000 credits
14	9	135,000 credits
15	9	195,000 credits
16	10	300,000 credits
17	10	450,000 credits

Secondary Checks

Often, a ritual requires secondary checks to represent aspects of its casting, usually with a standard DC for a level twice the ritual's spell rank. A different secondary caster must attempt each secondary check. If there are more secondary casters than checks, the others don't attempt any.

Secondary casters attempt their checks before you attempt the primary check; no matter their results, the ritual proceeds to the primary check. Secondary checks affect the primary check depending on their results.

Critical Success You gain a +2 circumstance bonus to the primary check.

Success No bonus or penalty.

Failure You take a –4 circumstance penalty to the primary check.

Critical Failure As failure, and you reduce the degree of success of the primary skill check by one step.

EFFECT

A ritual's effect depends on the result of the primary check. If an effect lists a save DC, use your spell DC for the ritual's magic tradition (or 12 + your level + your highest mental attribute modifier, if you don't have a spell DC).

RITUALS

ANIMATE OBJECT RITUAL 2

UNCOMMON

Cast 1 day; **Cost** rare oils, see Creature Creation Rituals (above); **Secondary Casters** 1

Primary Check Arcana (expert); **Secondary Checks** Crafting

Range 10 feet; **Target** 1 object

You transform the target into an animated object with a level up to that allowed by the Creature Creation Rituals table and of a type corresponding to the object (so a fire extinguisher would become an animated fire extinguisher).

Critical Success The target becomes an animated object of the appropriate type. If it's at least 4 levels lower than you, you can make it a minion. This gives it the minion trait, meaning it can use 2 actions when you command it, and commanding it is a single action that has the auditory and concentrate traits. You can have a maximum of four minions under your control. If it doesn't become a minion, you can give it one simple command. It pursues that goal single-mindedly, ignoring any of your subsequent commands.

Success As critical success, except an animated object that doesn't become your minion stays in place and attacks anyone that attacks it or tries to steal or move it, rather than following your command.

Failure You fail to create the animated object.

Critical Failure You create the animated object, but it goes berserk and attempts to destroy you.

ATONE RITUAL 4

UNCOMMON

Cast 1 day; **Cost** rare incense and offerings worth a total value of 200 credits × the target's level; **Secondary Casters** 1, must be the ritual's target

Primary Check Nature or Religion (expert); **Secondary Checks** Nature or Religion (whichever is used for the primary check)

Range 10 feet; **Targets** another creature of up to 8th level who is a worshipper of the same deity or philosophy as you

You attempt to help a truly penitent creature atone for its misdeeds, typically actions that are anathema to your deity. If the creature isn't truly penitent, the outcome is always a critical failure. This ritual uses Nature if the target is naturally inclined (like a xenowarden), and Religion in all other cases.

Critical Success The creature receives absolution for its misdeeds, allowing it to regain standing with your deity. It regains any abilities it lost. Before the atonement is complete, the creature must perform a special quest or other task chosen by your deity, as befits its misdeeds. If completed during downtime, this task should take no less than 1 month. For 1 month, the target receives divine insight just before performing an act that would be anathema to your deity.

Success As critical success, but the creature gains no special insight regarding its subsequent actions.

Failure The creature does not receive absolution and must continue to meditate and redress its misdeeds. Any future *atone* rituals for the same misdeeds cost half as much and gain a +4 circumstance bonus to primary and secondary checks.

Critical Failure The creature offends your deity and is permanently cast out from the faith. The creature can't rejoin your religion without a more direct intervention.

Heightened (+1) Increase the maximum target level by 2 and the base cost by 200 credits.

AWAKEN ANIMAL RITUAL 6

UNCOMMON **MENTAL**

Cast 1 day; **Cost** herbs, 1/5 the value on Creature Creation Rituals (page 382); **Secondary Casters** 3

Primary Check Nature (master); **Secondary Checks** Lore (any), Society, Survival

Range 10 feet; **Target** 1 animal of up to the level on the table

---

You grant intelligence to the target, transforming it into a beast. If it was previously an animal companion or minion, it can no longer serve as one.

Critical Success The target's Intelligence, Wisdom, and Charisma modifiers each increase to +2 if they were lower, and it becomes helpful to you for awakening it.

Success The target's Intelligence, Wisdom, and Charisma modifiers increase to +0 if they were lower, and it becomes friendly to you for awakening it.

Failure You fail to awaken the target.

Critical Failure You accidentally awaken the target with a pure bestial hatred toward you. The target's Intelligence, Wisdom, and Charisma modifiers increase to –2 if they were lower. It becomes hostile to you, attempting to destroy you.

AWAKEN COMPUTER RITUAL 6

UNCOMMON **MENTAL**

Cast 1 day; **Cost** UPBs or digital media, 1/5 the value on Creature Creation Rituals (page 382); **Secondary Casters** 3

Primary Check Computers (master); **Secondary Checks** Lore (any), Society, Survival

Range 10 feet; **Target** 1 computer or tech creature of up to the level on the table

---

You grant intelligence to the target, transforming it into a creature with the tech trait with free will. If it was previously a minion, it can no longer serve as one. The creature is freed from all orders or programming it previously received. You can create virtual creatures by offering digital media instead of UPBs.

Critical Success The target's Intelligence, Wisdom, and Charisma modifiers each increase to +2 if they were lower, and it becomes helpful to you for awakening it.

Success The target's Intelligence, Wisdom, and Charisma modifiers increase to +0 if they were lower, and it becomes friendly to you for awakening it.

Failure You fail to awaken the target.

Critical Failure You accidentally awaken the target with a pure homicidal hatred toward you. The target's Intelligence, Wisdom, and Charisma modifiers increase to –2 if they were lower. It becomes hostile to you, attempting to destroy you.

BINDING CIRCLE RITUAL 6

UNCOMMON

Cast 1 day; **Cost** warding circle ingredients worth 20 credits × the spell rank × the target's level; **Secondary Casters** 3

Primary Check Arcana (master) or Occultism (master); **Secondary Checks** Diplomacy or Intimidation; Arcana or Occultism (whichever isn't used for the primary check), Computers (master)

Range interplanar; **Targets** 1 extraplanar creature

Duration varies

You call forth an extraplanar creature of a level no greater than double that of the *binding circle* ritual's rank and attempt to bargain with it, generally to perform a task for you in exchange for payment.

You conjure the extraplanar creature within your circle and negotiate a deal with it. A creature that doesn't wish to negotiate at all can attempt a Will save to stay on its home plane. Most extraplanar creatures feel that they have something better to do than cater to the whims of mortals and require a significant gift, especially if your task poses major risks. Fiends and similarly wicked extraplanar creatures are more likely to accept a bargain for a lower cost as long as it allows them to wreak havoc on the Universe or inflict evil upon the world along the way.

Monetary prices usually range from the cost of a consumable item of the creature's level for a short and simple task to a permanent magic item of the creature's level or more to persuade the creature to fight alongside you. However, some extraplanar creatures may want payments other than money, such as permission to cast a *geas* on you to fulfill an unspecified later favor or obtain ownership of your soul via an infernal contract.

You can add an additional secondary caster to create a warding circle that prevents the extraplanar creature from attacking or leaving the circle during the bargain. This uses the Crafting skill and has the same DC as a secondary check would. This protection ends if you use a hostile action against the extraplanar creature or the warding circle breaks.

You can contact and negotiate with an extraplanar creature using a computer and the infosphere if one of the secondary casters is using Computers for their check. Some extraplanar creatures only answer digital queries, such as civusdaemons.

Critical Success You call the extraplanar creature and can prevent it from returning home for up to a full day, potentially allowing you to negotiate a better deal by threatening to leave it in the wards for the duration.

Success You call the extraplanar creature and must make your case succinctly, after which the creature can return home at any time.

Failure You fail to call the extraplanar creature.

Critical Failure You call something vile and horrible, unbound by your wards, and it immediately attempts to destroy you.

BLIGHT RITUAL 4

UNCOMMON **PLANT** **VOID**

Cast 1 day; **Secondary Casters** 1

Primary Check Nature (expert); **Secondary Checks** Survival

Area 1/2-mile-radius circle centered on you

Duration 1 year

You twist and stunt plants in the area, causing them to wither. In addition to other dangers from failing plant life, this decreases the crop yield for farms. If you cast this ritual in an area affected by *plant growth*, *blight* attempts to counteract *plant growth* instead of producing its usual effect.

Critical Success Completely spoil the crop yield in the area, or decrease the yield by half in up to a 1-mile radius area.

Success Decease the crop yield in the area by half.

Failure The ritual has no effect.

Critical Failure The flora in the area changes in an unexpected way, determined by the GM but generally as contradictory to your true desires as possible (for instance, enriching crops when you would prefer to blight them).

CALL SPIRIT RITUAL 5

UNCOMMON SPIRIT

Cast 1 hour; **Cost** rare candles and incense worth a total value of 500 credits; **Secondary Casters** 1

Primary Check Occultism (expert) or Religion (expert); **Secondary Checks** Occultism or Religion (whichever isn't used for the primary check)

Duration up to 10 minutes

You tear the veil to the afterlife and call a spirit from its final resting place. You must call the spirit by name, and you must provide a connection to the spirit, such as a possession, a garment, or a piece of its corpse. A spirit unwilling to heed your call can attempt a Will save to avoid it; on a critical success, a trickster spirit Impersonates the spirit you meant to call. The DC of the Will save is 2 lower if you haven't met the spirit in life. Either way, the spirit appears as a wispy form of the creature you meant to call. Each minute of the duration, you can ask the spirit a question. It can answer how it pleases or even refuse to answer. If the spirit isn't in the afterlife (such as if it's an undead), all results other than critical failures use the failure effect.

Critical Success The spirit is particularly cooperative, and even if it has strong reasons to deceive you, it takes a –2 circumstance penalty to its Deception checks.

Success You call the spirit.

Failure You fail to call a spirit.

Critical Failure One or more evil spirits appear and attack.

COLLECTIVE MEMORIES RITUAL 7

UNCOMMON

Cast 1 day; **Cost** rare incense worth a total value of 3,000 credits; **Secondary Casters** 2

Primary Check Occultism (master); **Secondary Checks** Performance, Society

You tap into mortalkind's collective memories, knowledge, legends, tales, and lore about a subject. The subject must be an important person, place, or thing. If the subject is present, increase the degree of success of your primary skill check by one step. If you have only vague information about the subject before attempting the ritual, decrease the degree of success of your primary skill check by one step. These modifiers cancel each other out if you have a subject present with little to no baseline information.

Critical Success For 1 hour after the ritual ends, you sort through memories that are mostly coherent, emphasizing more accurate or useful information over misremembered knowledge or exaggerated tales.

Success For 1 hour after the ritual ends, you learn useful information for further inquiry that remains generally incomplete or enigmatic. As is the nature of mortal memory and stories, you are likely to learn multiple contradictory versions.

Failure You fail to learn anything useful.

Critical Failure Your mind becomes overwhelmed with the vast array of knowledge at your disposal. You can't sense or respond to anything in the present for 1 week except to perform necessities like breathing and sleeping. When you recover, however, you can retrain one of your skills into a Lore based on the knowledge of a subject you were accessing, as if you had spent 1 week retraining.

COMMUNE RITUAL 6

UNCOMMON PREDICTION

Cast 1 day; **Cost** rare incense worth a total value of 1,500 credits; **Secondary Casters** 1

Primary Check Computers (master), Nature (master), Occultism (master), or Religion (master); **Secondary Checks** Computers, Nature, Occultism, or Religion (whichever is used for the primary check)

Duration up to 10 minutes

You call upon an unknown, powerful being to answer questions. The being varies depending on the skill used for the primary check.

- **Computers:** Machine spirits, glitch gremlins, virtual artificial intelligences, and members of the Polyphonic Collective.
- **Nature** Primal spirits of nature, which know about animals, beasts, fey, fungi, plants, topography, and natural resources within a 3-mile radius.
- **Occultism** Planar and other mysterious entities such as elementals, forgotten spirits, and monitors, which know about forgotten knowledge, the planes, obscure secrets, and other esoterica.
- **Religion** Divine beings like celestials and fiends that know about the gods they serve and the god's respective purview; these are typically a servitor of your deity if you have one.

You can ask up to seven questions that could be answered with "Yes" or "No." The entity answers with one-word answers such as "Yes," "No," "Likely," and "Unknown," though its answers always reflect its own agenda and could be deceptive.

Critical Success You contact a more powerful entity aligned strongly with your interests, possibly even your deity. The entity won't attempt to deceive you, though it still might not know the answers. When it's important to provide clarity, the entity will answer your questions with up to five words, such as "If you leave immediately" or "That was true once."

Success You can ask your questions and receive answers.

Failure You fail to contact an appropriate being.

Critical Failure You are exposed to the enormity of the cosmos and are stupefied 4 for 1 week (can't remove by any means).

CONSECRATE RITUAL 2

UNCOMMON CONSECRATION

Cast 3 days; **Cost** rare incense and offerings worth a total value of 200 credits × the spell rank; **Secondary Casters** 2, must be worshippers of your religion

Primary Check Religion; **Secondary Checks** Crafting, Performance

Range 40 feet; **Area** 40-foot-radius burst around an immobile altar, shrine, or fixture of your deity

Duration 1 year

You consecrate a site to your deity, chanting praises and creating a sacred space. While within the area, worshippers of your deity gain a +1 status bonus to attack rolls, skill checks, saving throws, and Perception checks, and creatures anathema to your deity (such as undead for Pharasma or Sarenrae) take a –1 status penalty to those rolls. If your deity's divine sanctification allows you to choose holy or unholy, you can choose to make the consecrated site holy or unholy as well. If the deity's sanctification *must* be holy or unholy, you must make the site match that sanctification. Strikes made by worshippers of your deity within the area gain the site's sanctification trait, if any.

Critical Success The consecration succeeds, and it either lasts for 10 years instead of 1 or covers an area with twice the radius. Occasionally, with your deity's favor, this might produce an even more amazing effect, such as a permanently consecrated area or the effect covering an entire concert hall.

Success The consecration succeeds.

Failure The consecration fails.

Critical Failure The consecration fails spectacularly and angers your deity, who sends a sign of displeasure. For at least 1 year, further attempts to consecrate the site fail.

Heightened (7th) The consecrated area also gains the effects of the *planar seal* spell, but the effect doesn't attempt to counteract teleportation by worshippers of your deity. The cost increases to 2,000 credits × the spell rank.

CONTROL WEATHER RITUAL 8

UNCOMMON

Cast 1 day; **Secondary Casters** 1

Primary Check Nature (master); **Secondary Checks** Survival

Area 2-mile-radius circle centered on you

Duration 4d12 hours

You alter the weather, making it calm and normal for the season or choosing up to two effects based on the season.

- **Spring** drizzle, heat, hurricane, sleet, thunderstorm, tornado
- **Summer** downpour, drizzle, extreme heat, hail, heat
- **Autumn** cold weather, fog, mild heat, sleet
- **Winter** blizzard, mild cold, extreme cold, thaw

You can't specifically control the manifestations, such as the exact path of a tornado or the targets of lightning strikes.

Critical Success You change the weather as desired and can affect a larger area (up to a 5-mile-radius circle), or a longer duration (any number of additional d12 hours, up to 16d12).

Success You change the weather as desired.

Failure You fail to change the weather as desired.

Critical Failure The weather changes in an unanticipated way, determined by the GM but generally as contradictory to your true desires as possible (for instance, a terrible storm emerges when you would prefer good weather).

Heightened (9th) You can create unseasonable weather and contradictory weather effects, such as extreme cold and a hurricane. You can make the weather calm and normal weather for a different season or choose weather effects from any season's list.

CREATE UNDEAD RITUAL 2

UNCOMMON UNHOLY

Cast 1 day; **Cost** black onyx, see Creature Creation Rituals (page 382); **Secondary Casters** 1

Primary Check Arcana (expert), Occultism (expert), or Religion (expert); **Secondary Checks** Religion

Range 10 feet; **Target** 1 dead creature

You transform the target into an undead creature with a level up to that allowed in the Creature Creation Rituals table. There are many versions of this ritual, each specific to a particular type of undead (one ritual for all zombies, one for corpsefolk, one for nihili, and so on), and the rituals that create rare undead are also rare. Some forms of undead, such as necrovites, form using their own unique methods and can't be created with a version of *create undead*.

Critical Success The target becomes an undead creature of the appropriate type. If it's at least 4 levels lower than you, you can make it a minion. This gives it the minion trait, meaning it can use 2 actions when you command it, and commanding it is a single action that has the auditory and concentrate traits. You can have a maximum of four minions under your control. If it's intelligent and doesn't become a minion, the undead is helpful to you for awakening it, though it's still a horrid and evil creature. If it's unintelligent and doesn't become a minion, you can give it one simple command. It pursues that goal single-mindedly, ignoring any of your subsequent commands.

Success As critical success, except an intelligent undead that doesn't become your minion is only friendly to you, and an unintelligent undead that doesn't become your minion leaves you alone unless you attack it. It marauds the local area rather than following your command.

Failure You fail to create the undead.

Critical Failure You create the undead, but its soul, tortured by your foul necromancy, is full of nothing but hatred for you. It attempts to destroy you.

FORGE DRIFT BEACON RITUAL 9

UNCOMMON CONSECRATION

Cast 7 days; **Cost** UPBs and offerings worth 100,000 credits in total; **Secondary Casters** 3

Primary Check Computers; **Secondary Checks** Crafting, Religion, Technology Lore

Range 40 feet; **Targets** 1 constructed space station

You consecrate a space station to the deity Triune by installing sacred hardware and syncing it to the hyperspace plane of the Drift. It becomes a Drift beacon that allows swifter travel to the surrounding region of space as described on *GM Core* page 36.

The ritual requires at least 3 casters (to represent Triune's tripartite nature), but as many as 12 casters have been known to regularly perform this ritual. If the number of casters is not a multiple of 3, the ritual automatically fails.

Critical Success The forging succeeds, and the entire space station becomes consecrated to Triune, gaining the effects of the *consecrate* ritual (page 385) for a number of years equal to the number of casters who performed the ritual.

Success The forging succeeds.

Failure The forging fails.

Critical Failure The forging fails spectacularly and causes a glitch in Triune's code, which might have tangible effects on the space station, like glitch gremlin infestations, a visit from a spectra repair squad, inexplicable technical difficulties becoming rampant, or even planar glitches. For at least 1 year, further attempts to forge a Drift beacon at the site fail.

PLANAR DISPLACEMENT RITUAL 7

UNCOMMON TELEPORTATION

Cast 1 day; **Requirements** planar key for the destination plane used as a locus; **Cost** rare incense, precious metals, and purified chalk worth 5,000 credits; **Secondary Casters** 2

Primary Check Arcana (master), Nature (master), Occultism (master), or Religion (master); **Secondary Checks** Lore (related to the destination plane), Survival

Range 20 feet; **Area** 20-foot burst

You draw a ritual circle, and when the ritual is complete, you shift all creatures in the area to a different plane of existence. The skill you use for the primary check must be one that can be used to make a Recall Knowledge check about the intended destination, such as Arcana or Nature for the Plane of Fire or Occultism for the Astral Plane.

A secondary caster can be located at the exact site of the destination, instead of with you at the point of origin. If a secondary caster at the destination succeeds at its check and you roll a success, the ritual is a critical success instead.

Critical Success You arrive on the intended plane at the last place one of the targets (of your choice) was located the last time the target traveled to that plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane. The circle remains active for 1 minute, during which time any creature the ritual transported can return to the origin point with a single action, which has the concentrate trait.

Success As critical success, but you arrive 1d10 × 25 miles from your destination.

Failure Your attempt is unsuccessful.

Critical Failure The ritual fails, and the GM determines whether you travel to the wrong plane or are barred from planar travel for 1 week.

PLANAR SERVITOR RITUAL 5

UNCOMMON

Cast 1 day; **Cost** rare incense and offerings worth a total value of 20 credits × the spell rank × the target's level, see text for more details; **Secondary Casters** 2

Primary Check Religion (expert); **Secondary Checks** Diplomacy

Duration see text

You call upon a deity (or other divine power) to grant you aid in the form of a divine servitor of your deity's choice, with a level no greater than double the ritual's spell rank. The secondary casters explain what sort of assistance you need and why you need it; if the task is incredibly fitting to the deity, the GM can grant a circumstance bonus to the secondary Diplomacy check or rule that the check is automatically a critical success. If you use the ritual without good reason, the result is automatically a critical failure.

If the ritual succeeds, you must offer the servitor payment depending on factors such as the duration and danger of the task. Payment always costs at least as much as a consumable item of the creature's level, and often costs as much as a permanent magic item of the creature's level to persuade a creature to fight alongside you. Your offerings should align with the personal tastes of the deity.

You can alternatively name a being native to the deity's realm that you know personally, with the same level restriction. Such a creature might request something they personally want as payment.

Critical Success The deity sends a servitor, and the servitor's payment costs only half as much as normal. If you ask for a particular servitor by name, the deity is likely to send that servitor unless the servitor is busy.

Success Your deity sends a servitor.

Failure Your deity does not send a servitor.

Critical Failure The deity is offended and sends a sign of displeasure or possibly even a servitor to scold or attack you, depending on your deity's nature. A deity might also opt to strip divine powers from its followers who participated until they *atone*.

PLANT GROWTH RITUAL 4

UNCOMMON PLANT VITALITY WOOD

Cast 1 day; **Secondary Casters** 1

Primary Check Nature (expert); **Secondary Checks** Farming Lore or Survival

Area 1/2-mile-radius circle centered on you

Duration 1 year

You cause the plants within the area to be healthier and more fruitful. In addition to other benefits of healthy plants, this increases the crop yield for farms, depending on your success. If you cast it in the area of a *blight*, *plant growth* attempts to counteract the *blight* instead of producing its usual effect.

Critical Success Double the crop yield in the area, or increase the area to a 1-mile radius.

Success Increase the crop yield in the area by one-third.

Failure The ritual has no effect.

Critical Failure The flora in the area changes in an unanticipated way, determined by the GM but generally as contradictory to your true desires as possible (for instance, blighting crops when you would prefer to enrich them).

PRIMAL CALL RITUAL 6

UNCOMMON

Cast 1 day; **Cost** faerie circle ingredients worth a total of 10 credits × the spell rank × the target's level; **Secondary Casters** 4

Primary Check Nature (master); **Secondary Checks** Crafting, Diplomacy, Survival

Range 100 miles; **Targets** 1 animal, beast, fey, fungus, or plant

Duration see text

This functions as *planar servitor* except you craft a faerie circle and call an animal, beast, fey, fungus, or plant from within 100 miles.

RESURRECT RITUAL 5

UNCOMMON HEALING

Cast 1 day; **Cost** gemstones worth 750 credits × the target's level; **Secondary Casters** 2

Primary Check Religion (expert); **Secondary Checks** Medicine, Society

Range 10 feet; **Targets** 1 dead creature of up to 10th level

You attempt to call forth the target's soul and return it to its body. This requires the target's body to be present and relatively intact. The target must have died within the past year. If Pharasma has decided that the target's time has come or the target doesn't wish to return, this ritual automatically fails, but you discover this after the successful Religion check and can end the ritual without paying the cost.

Critical Success You resurrect the target. They return to life with full Hit Points and the same spells prepared and points in their pools they had when they died, and still suffering from any long-term debilitations of the old body. The target meets an agent of their deity during the resurrection who inspires them, granting them a +1 status bonus to attack rolls, Perception, saving throws, and skill checks for 1 week. The target is also permanently changed in some way by their time in the afterlife, such as gaining a slight personality shift, a streak of white in the hair, or a strange new birthmark.

Success As critical success, except the target returns to life with 1 Hit Point and no spells prepared or points in any pools, and still is affected by any long-term debilitations of the old body. Instead of inspiring them, the character's time in the Boneyard has left them temporarily debilitated. The target is clumsy 1, drained 1, and enfeebled 1 for 1 week; these conditions can't be removed or reduced by any means until the week has passed.

Failure Your attempt is unsuccessful.

Critical Failure Something goes horribly wrong—an evil spirit possesses the body, the body transforms into a special kind of undead, or some worse fate befalls the target.

Heightened (6th) You can resurrect a target of up to 12th level, and the base cost is 1,250 credits.

Heightened (7th) You can use *resurrect* even with only a small portion of the body; the ritual creates a new body on a success or critical success. The target must have died within the past decade. The ritual requires four secondary casters, each of whom must be at least half the target's level. The target can be up to 14th level, and the base cost is 2,000 credits.

Heightened (8th) As 7th rank, but the target can be up to 16th level and the base cost is 3,000 credits.

Heightened (9th) You can use *resurrect* even without the body as long as you know the target's name and have touched a portion of its body at any time. The target must have died within the past century, and it doesn't gain the negative conditions on a success. The ritual requires eight secondary casters, each of whom must be at least half the target's level. The target can be up to 18th level, and the base cost is 6,000 credits.

Heightened (10th) As 9th rank, except it doesn't matter how long ago the target died. The ritual requires 16 secondary casters, each of whom must be at least half the target's level. The target can be up to 20th level, and the ritual's base cost is 10,000 credits.

WISH RITUAL 10

RARE

Cast 1 day; **Cost** fine ash, magically imbued pigments, and a gem in a marquise cut worth 1,000,000 credits in total; **Secondary Casters** 2

Primary Check Arcana (legendary), Nature (legendary), Occultism (legendary), or Religion (legendary); **Secondary Checks** Crafting, Diplomacy

Range 10 feet; **Targets** 1 creature

You weave the fabric of reality itself to grant the target's greatest desire. The target declares their wish in a loud voice at the start of the ritual and again at the end. The target's wish can be anything, ranging from simpler wishes such as vast riches or the casting of a certain spell or ritual, to greater wishes like the destruction of an entire civilization or ascension to divinity. The GM might decide a wish draws the attention of deities or other powerful creatures, leading to interference with the ritual or attempts to undo the wish. The power of the ritual alters reality to such a degree that even deities can't outright undo the wish, but they can react to the wish by sending servitors to take away the newly acquired riches, for example.

Critical Success The wish is granted without complication or drawbacks.

Success The wish is granted, but with unintended consequences or side effects, such as taking riches from a well-known criminal, stirring a damaged empire to war, or angering rival gods.

Failure The wish fails and has no result. The GM can instead have the wish be partially granted, but to such a lesser degree that the target will be eternally unsatisfied.

Critical Failure The wish is corrupted, resulting in a cruel fulfillment. The GM determines the full results, but the outcome is generally ironic in some nature, such as becoming trapped in an underground vault full of riches, being transported to the civilization as it's destroyed, or achieving divinity within an inaccessible demiplane.

CHAPTER 8:
PLAYING THE GAME

At this point, you have a character and are ready to play Starfinder! Or maybe you're the GM and you're getting ready to run your first adventure. Either way, this chapter provides the full details for the rules outlined in Chapter 1. This chapter begins by describing the general rules and conventions of how the game is played and then presents more in-depth explanations of the rules for each mode of play.

Before diving into how to play Starfinder, it's important to understand the game's three modes of play, which determine the pace of your adventure and the specific rules you'll use at a given time. Each mode provides a different pace and presents a different level of risk to your characters. The Game Master (GM) determines which mode works best for the story and controls the transition between them. You'll likely talk about the modes less formally during your play session, simply transitioning between exploration and encounters during the adventure, before heading to a settlement to achieve something during downtime.

The most intricate of the modes is **encounter mode**. This is where most of the intense action takes place, and it's most often used for combat or other high-stakes situations. The GM typically switches to encounter mode by calling on the players to "roll for initiative" to determine the order in which all the actors take their turns during the encounter. Time is then divided into a series of rounds, each lasting roughly 6 seconds in the game world. Each round, player characters, other creatures, and sometimes even hazards or events take their turn in initiative order. At the start of a participant's turn, they gain the use of a number of actions (typically 3 in the case of PCs and other creatures) as well as a special action called a reaction. These actions, and what you do with them, are how you affect the world within an encounter. The full rules for playing in encounter mode start on page 427.

In **exploration mode**, time is more flexible and the play more free-form. Minutes, hours, or even days in the game world pass quickly in the real world, as the characters travel between star systems, explore uninhabited wilderness on a planet, recover from a battle, or roleplay during a social gathering. Often, developments during exploration lead to encounters, and the GM will switch to that mode of play until the encounter ends, before returning to exploration mode. The rules for exploration start on page 430.

The third mode is **downtime**. During downtime, the characters are at little risk, and the passage of time is measured in days or longer. This is when you might repair or craft new equipment, research a new spell, or prepare for your next adventure. The rules for downtime are on page 433.

MAKING CHOICES

Throughout the game, the GM describes what's happening in the world and then asks the players, "So what do you do?" Exactly what you choose to do, and how the GM responds to those choices, builds a unique story experience. Every game is different, because you'll rarely, if ever, make the same decisions as another group of players. This is true for the GM as well—two GMs running the exact same adventure will put different emphasis and flourishes on the content.

Often, your choices have no immediate risk or consequences. If you're exploring a starship and come across an intersection, the GM asks, "Which way do you go?" You might choose to take the corridor to the right or left, or climb through the maintenance shaft overhead. Once your choice is made, the GM tells you what happens next. Down the line, that choice may impact what you encounter later in the game, but in many cases nothing dangerous happens immediately.

But sometimes what happens as a result of your choices is less than certain. In those cases, you'll attempt a check, as described starting on page 392.

THE STARFINDER BASELINE

Your group will likely talk about what types of content you want in your game before your campaign begins. The following is a set of basic assumptions that works for many groups. The GM can find more guidance in *GM Core*.

- Avoid excessive descriptions of gore and cruelty.
- Romantic and sexual relationships can happen in the game, but players should avoid being overly suggestive. Sex happens "off-screen." Players should consent before roleplaying a relationship and have a comfortable out.

Player characters shouldn't perform the following acts:

- Torture, rape, nonconsensual sexual contact or threats
- Harm to children, including sexual abuse
- Enslaving people or profiting from slavery
- Reprehensible uses of mind-control magic

Villains might engage in such acts "off-screen," but many groups choose to not have villains engage in these activities.

RULES OVERVIEW

MODES OF PLAY

This game presents three main methods of structuring play. **Encounter mode** (page 427) is highly structured and is most often used for combat or stressful situations. Everyone in an encounter rolls **initiative** (page 427) to determine the order they act, with highest results going first. A participant takes their **turn** when their initiative comes up (page 427). You can **Delay** to change when you take your turn (page 408).

Exploration mode (page 430) takes place over minutes or hours. You use your travel Speed if you're moving, and you engage in **exploration activities** like Avoiding Notice, Detecting Magic, Scouting, or Searching. You can **rest** while exploring to recover HP and abilities, and make **daily preparations** at the start of each day (page 432).

Downtime mode (page 433) takes place over days. You might make money, train, or recover, among other things.

ACTIONS

During an encounter, you get 3 actions and 1 reaction per turn (page 427). Icons indicate whether your abilities take a single action ◆, 2 actions ◆◆, 3 actions ◆◆◆, a reaction ↺, or a free action ◇. **Reactions** have **Triggers** (page 406), allowing you to take them whenever they come up. The **Ready** basic action (page 409) lets you prepare to use a single action as a reaction. Free actions can have triggers like reactions; a free action with no trigger can be used like a single action, but don't cost any of your actions for the turn.

The most important actions to learn are the **basic actions** (page 408). Specialty basic actions come up less frequently, and you typically won't look them up until you need them. **Speaking** (page 410) normally doesn't take an action.

Related: Activities (page 406), disrupting actions (page 407)

ROLLING CHECKS

An action that can potentially fail requires rolling a **check** (page 392). Roll a d20 (20-sided die) and identify the modifiers, bonuses, and penalties that apply. Then, calculate the result, compare it to the DC (your target number), and determine the degree of success and the effect.

Most checks are modified by your **attribute modifier** (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) and your **proficiency modifier** (untrained, trained, expert, master, or legendary) for the statistic. You might get a **circumstance**, **status**, or **item bonus** or **penalty** as well.

The **degrees of success** (page 393) are critical success, success, failure, and critical failure. You get a success if you meet or exceed the DC, or a critical success if you exceed the DC by 10 or more. If your result is lower than the DC, you get a failure, or a critical failure if you failed by 10 or more.

Related: Flat checks and secret checks (sidebar on page 397), fortune and misfortune (sidebar on page 393)

EFFECTS

An effect is the rules term for anything that occurs in the game world. Effects (page 418) might have limited **Range**, and you may need to designate **Targets** or create **Areas** for your effects. Areas include bursts from a single point, cones blasting out from you, emanations surrounding you or another creature, or straight lines.

Effects that last for a period of time list a **Duration** (page 418). These can last a set increment of time, or can end if certain requirements are met. Many effects apply **conditions** (page 419), which measure advantages or impediments like being blinded, frightened, or invisible.

MOVEMENT

Your **Speed** (page 412) governs how far you can move. **Stride** (page 410) is an action that has the move trait and allows you to move a number of feet up to your Speed. You may need to Stride multiple times in a turn! Move actions can often trigger reactions or free actions. However, unlike other actions, a move action can **Trigger** reactions not only when you first use the action, but also for every 5 feet you move during that action (page 414). The **Step** action (page 410) lets you move without triggering reactions, but only 5 feet. Other basic actions with the move trait include **Crawl**, **Drop Prone**, and **Stand** (pages 408–410).

This game measures **movement** on a grid (page 413). **Difficult terrain** and other types of terrain (page 415) may impede your movement, while elevation is relevant to flying creatures.

Creatures can get tactical advantages by careful positioning. The most common are using **cover** from terrain and other creatures to increase your AC (page 416), and **flanking** (page 417), which requires you and an ally to be on the opposite sides of an enemy to reduce the enemy's AC.

Related: Escape a grab or restraint (page 408), falling (page 413), forced movement (page 414), moving through creatures (page 414), special movement modes (burrow, climb, fly, and swim; page 412), travel speed outside of encounters (page 430), untethered (page 441)

ATTACKING

Strike (page 410) actions have the attack trait and allow you to attack with a weapon you're wielding or an unarmed attack (such as a tail). If you're using a melee weapon or unarmed attack, your target must be within your **reach** (page 413); if you're attacking with a ranged weapon, your target must be within your **Range** (page 418). Ranged weapons get less effective as you exceed their **range increments**. Striking multiple times in a turn has diminishing returns. A **multiple attack penalty** (page 394) applies to each attack after the first.

Related: Area Fire (page 410), cover (page 416), flanking enemies (page 417), spell attacks (page 394), targeting creatures (page 418)

GAME CONVENTIONS

Starfinder has many specific rules, but you'll also want to keep these general guidelines in mind when playing.

The GM Has the Final Say

If you're ever uncertain how to apply a rule, the GM decides. Of course, Starfinder is a game, so when adjudicating the rules, the GM is encouraged to listen to everyone's point of view and make a decision that is both fair and fun.

Specific Overrides General

A core principle of Starfinder is that specific rules override general ones. If two rules conflict, the more specific one takes precedence. If there's still ambiguity, the GM determines which rule to use. For example, the rules state that when attacking a concealed creature, you must attempt a DC 5 flat check to determine if you hit. Flat checks don't benefit from modifiers, bonuses, or penalties, but an ability that's specifically designed to overcome concealment might override and alter this. While some special rules may also state the normal rules to provide context, you should always default to the general rules presented in this chapter, even if effects don't specifically say to.

Rounding

You may need to calculate a fraction of a value, like halving damage. Always round down unless otherwise specified. For example, if a spell deals 7 damage and a creature takes half damage from it, that creature takes 3 damage.

Multiplying

When more than one effect would multiply the same number, don't multiply more than once. Instead, combine all the multipliers into a single multiplier, with each multiple after the first adding 1 less than its value. For instance, if one ability doubled the duration of one of your spells and another one doubled the duration of the same spell, you would triple the duration, not quadruple it.

Duplicate Effects

When you're affected by the same thing multiple times, only one instance applies, using the higher level or rank of the effects, or the newer effect if the two are equal. For example, if you were using *cellular stimulant* and then cast it again, you'd still benefit from only one casting of that spell. Casting a spell again on the same target might get you a better duration or effect if it were cast at a higher rank the second time, but otherwise doing so gives you no advantage.

Ambiguous Rules

Sometimes a rule could be interpreted multiple ways. If one version is too good to be true, it probably is. If a rule seems to have wording with problematic repercussions or doesn't work as intended, work with your group to find a good solution, rather than just playing with the rule as printed.

DEFENSES

Your **Armor Class (AC)** (page 395) is the main DC used for attacks against you. You might also roll a type of check called a **Saving Throw** (page 396), also called a **save**, against spells, afflictions, and a wide variety of other effects. There are three kinds of saving throw: **Fortitude**, **Reflex**, and **Will**.

DAMAGE

Attacks, spells, and other dangers **deal damage** (page 398). The amount is typically determined by a **Damage** roll (page 398), which can use a variety of sizes and numbers of dice.

Damage reduces the **Hit Points (HP)** (page 402) that measure a creature's overall health or an object's durability. A creature might have **immunity** to damage or effects of certain kinds, a **resistance** that reduces the damage it takes, or a **weakness** that increases damage it takes (page 400). These are typically keyed to **Damage** types (page 401) such as slashing damage or fire damage.

Related: Persistent damage condition (page 438)

SPELLS

Most of the rules for casting spells are in Chapter 7 (pages 294–301). For a spell that requires an attack roll against the target's AC, you'll calculate your **spell attack modifier** (page 394). For one that causes its subject to attempt a saving throw, you'll need your **spell DC** (page 395).

Related: Dismiss and Sustain basic actions (page 411)

SKILLS

Skill checks are required for all sorts of other tasks related to adventuring and life in general. Most of their rules are in Chapter 4 (page 183). You'll find the rules for **calculating skill modifiers** on page 393. Many **exploration activities** (page 430), such as Avoid Notice and Investigate, also use skill checks.

PERCEPTION AND DETECTION

Your **Perception** modifier (page 396) indicates how good you are at noticing things around you. You typically use the **Seek** basic action (page 409) to find physical things or the **Sense Motive** basic action (page 409) in social situations. While in exploration mode, the **Search** activity (page 432) lets you keep an eye out for things around you.

Four main conditions indicate how well you can pinpoint and target a creature: **observed**, **hidden**, **undetected**, and **unnoticed** (page 425). A creature with the **concealed** or **invisible** condition is harder to find and target (page 426).

Related: Light (page 424), special senses (page 424)

CHECKS

When success isn't certain—whether you're firing a laser pistol at a sentry robot, attempting to balance on a moving conveyor belt, or straining to remember the name of the ambassador's pet squox at a soiree—you attempt a check.

All types of checks, from skill checks to attack rolls to saving throws, follow these basic steps.

1. **Roll a d20** and identify the modifiers, bonuses, and penalties that apply.
2. **Calculate the result.**
3. **Compare to the DC.**
4. Determine the **degree of success** and the effect.

Checks and Difficulty Classes (DCs) both come in many forms. When you fire your laser pistol at that sentry robot, you make an attack roll against its Armor Class, which is the DC to hit another creature. As you try to balance on that conveyor belt, you attempt an Acrobatics skill check with a DC based on the terrain you're traversing. When calling to mind the name of the ambassador's pet squox, you attempt a check to Recall Knowledge. You might use either the Society skill or a Lore skill you have that's relevant to the task, and the DC depends on how common the knowledge of the pet's name might be, or possibly how many drinks your character had when the ambassador showed them the pet's infosphere page the night before.

No matter the details, for any check you must roll the d20 and achieve a result equal to or greater than the DC to succeed. Each of these steps is explained below.

STEP 1: ROLL D20

Start by rolling your d20. You'll then identify all the relevant modifiers, bonuses, and penalties that apply. A **modifier** can be either positive or negative, but a **bonus** is always positive, and a **penalty** is always negative. The sum of all the modifiers, bonuses, and penalties you apply to the d20 roll is called your total modifier for that statistic.

ATTRIBUTE MODIFIER

Nearly all checks allow you to add an **attribute modifier** to the roll. Attribute modifiers represent your raw capability and are described on page 19. Exactly which attribute modifier you use is determined by what you're trying to accomplish. Usually, firing a gun applies your Dexterity modifier, whereas remembering the name of the ambassador's pet uses your Intelligence modifier.

BONUSES

When attempting a check that involves something you have some training in, you also add your **proficiency bonus**. This bonus depends on your proficiency rank: untrained, trained, expert, master, or legendary. If you're untrained, your bonus is +0—you must rely on raw talent and any situational bonuses. Otherwise, the bonus equals your character's level plus a certain amount depending on your rank. If your proficiency rank is trained, this bonus is equal to your level + 2, and higher proficiency ranks further increase the amount you add to your level.

Proficiency Rank	Proficiency Bonus
Untrained	0
Trained	Your level + 2
Expert	Your level + 4
Master	Your level + 6
Legendary	Your level + 8

There are three other types of bonus that frequently appear: circumstance bonuses, item bonuses, and status bonuses. If you have different types of bonuses that would apply to the same roll, you'll add them all. But if you have multiple bonuses of the same type, you can use only the highest bonus on a given roll—they aren't cumulative. For instance, if you have both a proficiency bonus and an item bonus, you add both to your d20 result, but if you have two item bonuses, you add only the higher of the two.

Circumstance bonuses involve the situation you find yourself in when attempting a check. For instance, using Raise a Shield with a compact shield grants you a +1 circumstance bonus to AC. Being behind cover grants you a +2 circumstance bonus to AC.

Item bonuses are granted by some item that you are wearing or using, either mundane or magical. For example, armor gives you an item bonus to AC, while a tactical holoskin grants you an item bonus to Impersonate someone using the Deception skill while wearing it.

Status bonuses typically come from spells, other magical effects, or something applying a helpful, often temporary, condition to you. For instance, the *akashic download* spell grants a +1 status bonus to a chosen Recall Knowledge check.

PENALTIES

Penalties work very much like bonuses. You can have **circumstance penalties**, **status penalties**, and sometimes even **item penalties**. Like bonuses of the same type, you take only the worst all of various penalties of a given type. However, you can apply both a bonus and a penalty of the same type on a single roll. For example, if you had a +1 status bonus from an *akashic download* spell but a –2 status penalty from the sickened condition, you'd apply them both to your roll—so *akashic download* still helps even though you're feeling unwell.

Unlike bonuses, penalties can also be **untyped**, in which case they won't be classified as "circumstance," "item," or "status." Unlike other penalties, you always add all your untyped penalties together rather than simply taking the worst one. For instance, when you use attack actions, you incur a multiple attack penalty on each attack you make on your turn after the first attack of the turn, and when you attack a target that's beyond your weapon's normal range increment, you incur a range penalty on the attack. Because these are both untyped penalties, if you make multiple attacks at a faraway target, you'd apply both the multiple attack penalty and the range penalty to your roll.

Once you've identified all your various modifiers, bonuses, and penalties, you move on to the next step.

STEP 2: CALCULATE RESULT

This step is simple. Add up all the various modifiers, bonuses, and penalties you identified in Step 1—this is your total modifier. Next add that to the number that came up on your d20 roll. This total is your check result.

STEP 3: COMPARE TO DC

Whenever you attempt a check, you compare your result against the **Difficulty Class (DC)** of the check. Your check succeeds if it's equal to or greater than the DC. If you roll anything less than the DC, you fail.

Sometimes you'll know the DC and make the comparison yourself. Other times, you might not know the DC right away. Unlocking a looted comm unit would require a Computers check, but it doesn't have a specified DC—so how will you know if you succeed or fail? You call out your result to the GM and they'll let you know if it's a success, failure, or otherwise. While you might learn the exact DC through trial and error, DCs sometimes change, so asking the GM whether a check is successful is best.

GETTING A DC FROM A MODIFIER

When someone attempts a check against you, you might need to defend with one of your statistics that's normally a modifier, such as your "Reflex DC." Rather than rolling a check of your own, you need to generate a fixed DC based on your modifier. Your DC for a given statistic is 10 + the total modifier for that statistic. So if you have a +4 Reflex save, your Reflex DC is 14.

STEP 4: DEGREES OF SUCCESS

Many times, it's important to determine not only if you succeed or fail, but also how spectacularly you succeed or fail. Exceptional results—either good or bad—can cause you to critically succeed or critically fail at a check.

FORTUNE AND MISFORTUNE

Fortune and misfortune effects can alter how you roll your dice. These abilities might allow you to reroll a failed roll, force you to reroll a successful roll, allow you to roll twice and use the higher result, or force you to roll twice and use the lower result.

You can never have more than one fortune effect or misfortune effect come into play on a single roll. For instance, if an effect lets you roll twice and use the higher roll, you can't then use Meyel's Chosen (a fortune effect) to reroll if you fail. If multiple fortune effects would apply, you have to pick which to use. If two misfortune effects apply, the GM decides which is worse and applies it.

If both a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally.

You **critically succeed** when the check's result meets or exceeds the DC by 10 or more. If the check is an attack roll, this is also known as a critical hit. You can also **critically fail** a check. The rules for critical failure—sometimes called a fumble—are the same as those for a critical success, but in the other direction: if you fail a check by 10 or more, that's a critical failure.

Some actions and abilities have stronger effects on a critical success or failure. For example, a Strike deals double damage on a critical hit. If an effect doesn't list a critical success effect, the critical success effect is the same as the success effect, and the same goes for critical failures.

NATURAL 1 AND NATURAL 20

If you rolled a 20 on the die (a "natural 20"), your result is one degree of success better than it would be by numbers alone. If you roll a 1 on the d20 (a "natural 1"), your result is one degree worse. This means that a natural 20 usually results in a critical success and natural 1 usually results in a critical failure. However, if you were going up against a very high DC, you might get only a success with a natural 20, or even a failure if 20 plus your total modifier is 10 or more below the DC. Likewise, if your modifier for a statistic is so high that adding it to a 1 from your d20 roll exceeds the DC by 10 or more, you can succeed even if you roll a natural 1!

CALCULATING CHECK RESULTS

If you have more than one bonus or penalty of a particular type, apply only the highest

Number on the d20	+	Attribute modifier	+	Proficiency bonus Circumstance bonus Status bonus Item bonus	+	Circumstance penalty Status penalty Item penalty All untyped penalties	= Result

Certain abilities can change the degree of success on a roll. When resolving such an ability, apply the adjustment from a natural 20 or natural 1 before anything else.

ATTACK ROLLS

When you use a Strike action or make a spell attack, you attempt a check called an attack roll. Attack rolls take a variety of forms and are often highly variable based on the weapon you are using for the attack, but there are three main types: melee attack rolls, ranged attack rolls, and spell attack rolls. Spell attack rolls work a little bit differently, so they are explained separately on the next page.

Melee attack rolls use Strength as their attribute modifier by default. If you're using a weapon or attack with the finesse trait, then you can use your Dexterity modifier instead.

Melee attack roll result = d20 roll + Strength modifier
(or optionally Dexterity modifier for a finesse weapon)
+ proficiency bonus + other bonuses + penalties

Ranged attack rolls use Dexterity as their attribute modifier.

Ranged attack roll result = d20 roll + Dexterity modifier
+ proficiency bonus + other bonuses + penalties

When attacking with a weapon, whether melee or ranged, you add your proficiency bonus for the weapon you're using. Your class determines your proficiency rank for various weapons. Sometimes, you'll have different proficiency ranks for different weapons or groups of weapons.

The bonuses you might apply to attack rolls can come from a variety of sources. Circumstance bonuses can come from the aid of an ally or a beneficial situation. Status bonuses are typically granted by spells and other magical aids. The item bonus to attack rolls comes from tracking weapons (page 258).

Penalties to attack rolls come from situations and effects as well. Circumstance penalties come from risky tactics or detrimental circumstances, status penalties come from spells and magic working against you, and item penalties occur when you use a shoddy item (page 237). When making attack rolls, two main types of untyped penalties are likely to apply. The first is the multiple attack penalty, and the second is the range penalty. The first applies any time you make more than one attack action during the course of your turn, and the other applies only with ranged or thrown weapons. Both are described below.

MULTIPLE ATTACK PENALTY

The more attacks you make beyond your first in a single turn, the less accurate you become, represented by the **multiple attack penalty**. The second time you use an attack action during your turn, you take a –5 penalty to your check. The third time you attack, and on any subsequent attacks, you take a –10 penalty to your check. Every check that has the attack trait counts toward your multiple attack penalty, including Strikes, spell attack rolls, certain skill actions like Shove, and many others.

Some weapons and abilities reduce multiple attack penalties, such as agile weapons, which reduce these penalties to –4 on the second attack or –8 on further attacks.

Attack	Multiple Attack Penalty	Agile
First	None	None
Second	–5	–4
Third or subsequent	–10	–8

Always calculate your multiple attack penalty based on the weapon you're using on that attack, not ones you used on previous attacks. For example, let's say you're wielding a plasma sword in one hand and a battleglove (which has the agile trait) in your other hand, and you make three Strikes with these weapons over the course of your turn. The first Strike you make during your turn has no penalty, no matter what weapon you're using. The second Strike will take either a –5 penalty if you use the plasma sword or a –4 penalty if you use the battleglove. Your third attack would be a –10 penalty with the plasma sword and a –8 penalty with the battleglove, no matter what weapon you used for your previous Strikes.

The multiple attack penalty applies only during your turn, so you don't have to keep track of it if you can perform a Reactive Strike or a similar reaction that lets you make a Strike on someone else's turn.

RANGE PENALTY

Ranged and thrown weapons each have a listed **Range** increment, and attacks with them grow less accurate against targets farther away (range and range increments are covered in depth on page 254). As long as your target is at or within the listed range increment, also called the first range increment, you take no penalty to the attack roll. If you're attacking beyond that range increment, you take a –2 penalty for each additional increment beyond the first. You can attempt to attack with a ranged weapon or thrown weapon up to six range increments away, but the farther away you are, the harder it is to hit your target.

For example, the range increment of a commercial seeker rifle is 120 feet. If you're shooting at a target no farther away than that distance, you take no penalty due to range. If they're beyond 120 feet but no more than 240 feet away, you take a –2 penalty due to range. If they're beyond 240 feet but no more than 360 feet away, you take a –4 penalty due to range, and so on, until you reach the last range increment: beyond 600 feet but no more than 720 feet away, where you take a –10 penalty due to range.

COMPARE TO AC

You compare your attack roll to Armor Class (AC), a special type of DC. Learn how to calculate it on page 25.

SPELL ATTACK ROLLS

If you cast spells, you might need to make a spell attack roll. These rolls are usually made when you cast a spell that targets a creature's AC.

The attribute modifier for a spell attack roll depends on how you gained the spell. If your class grants you spellcasting, use your key attribute modifier (such as Wisdom for a mystic). Innate spells use your Charisma modifier unless the ability that granted them states otherwise. Focus spells and other sources of spells specify which attribute modifier you use for spell attack modifiers in the ability that granted them. If you have spells from multiple sources or traditions, you might use different attribute modifiers for spell attack modifiers for these different sources of spells. For example, a lashunta healing mystic with the Psychic Talent ancestry feat would use their Charisma modifier when casting a cantrip from that feat since it's an occult innate spell, but they would use their Wisdom modifier when casting *infusion* and other spells using their mystic divine spellcasting.

If you have the ability to cast spells, you'll have a proficiency rank for your spell attack modifier, so you'll always add a proficiency bonus. Spell attack rolls can benefit from circumstance bonuses and status bonuses, though item bonuses to spell attack rolls are rare. Penalties affect spell attack rolls just like any other attack roll—including your multiple attack penalty.

Calculate a **spell attack roll** with the following formula.

Spell attack roll result = d20 roll + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties

SPELL DC

Many times, instead of requiring you to make a spell attack roll, the spells you cast require those within the area or targeted by the spell to attempt a saving throw against your **spell DC** to determine how the spell affects them. Calculate it using the following formula.

Spell DC = 10 + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties

DEFENSES

Multiple statistics help you defend against attacks, spells, hazards, and other dangers of adventuring: Armor Class and three saving throws.

ARMOR CLASS

Attack rolls are compared to a special DC called **Armor Class (AC)**, which measures how hard it is for your foes to hit you with Strikes, spell attack rolls, and other attacks. Just like for any other check and DC, the result of an attack roll must meet or exceed your AC to be successful, which allows your foe to deal damage to you. AC is calculated using the following formula.

Armor Class = 10 + Dexterity modifier (up to your armor's Dex Cap) + proficiency bonus + armor's item bonus to AC + other bonuses + penalties

WRITING DOWN STATISTICS

When creating your character and adventuring you'll record the total modifier for various important checks on your character sheet. Since many bonuses and penalties are due to the immediate circumstances, spells, and other temporary magical effects, you typically won't apply them to your notations.

For example, the number you write down for your **attack modifier** with your doshko would likely be your Strength modifier + your proficiency bonus with martial weapons. Your **spell attack modifier** is typically just your spellcasting attribute modifier + your proficiency bonus, and your **spell DC** is usually the same number + 10.

Item bonuses and penalties are often more persistent, so you'll often want to record them ahead of time. For instance, if you upgraded to a tactical doshko, you'll want to add the +1 item bonus into your attack modifier with the doshko since you'll include that bonus every time you attack with that weapon.

Use your proficiency bonus for the category (light, medium, or heavy) or the specific type of armor you're wearing. If you're not wearing armor, use your proficiency in unarmored defense.

Armor Class can benefit from bonuses with a variety of sources, much like attack rolls. Armor itself grants an item bonus, so other item bonuses usually won't apply to your AC, but magic armor can increase the item bonus granted by your armor.

Penalties to AC come from situations and effects in much the same way bonuses do. Circumstance penalties come from unfavorable situations, and status penalties come from effects that impede your abilities or from broken armor. You take an item penalty when you wear shoddy (page 237) armor.

SAVING THROWS

There are three types of saving throws: Fortitude saves, Reflex saves, and Will saves. These are frequently called "saves"—it's the same thing. Saving throws measure your ability to shrug off harmful effects in the form of afflictions, damage, or conditions. You'll always add a proficiency bonus to each save. Your class might give a different proficiency to each save, but you'll be trained at minimum. Some circumstances and spells might give you circumstance or status bonuses to saves, and you might find a medpatch or other items that give an item bonus.

Fortitude saving throws allow you to reduce the effects of abilities and afflictions that can debilitate the body. They use your Constitution modifier and are calculated as shown in the formula below.

Fortitude save result = d20 roll + Constitution modifier + proficiency bonus + other bonuses + penalties

Reflex saving throws measure how well you can respond quickly to a situation and how gracefully you can avoid effects that have been thrown at you. They use your Dexterity modifier and are calculated as shown in the formula below.

Reflex save result = d20 roll + Dexterity modifier + proficiency bonus + other bonuses + penalties

Will saving throws measure how well you can resist attacks to your mind and spirit. They use your Wisdom modifier and are calculated as shown in the formula below.

Will save result = d20 roll + Wisdom modifier + proficiency bonus + other bonuses + penalties

Sometimes you'll need to know your DC for a given saving throw (such as a Grapple attempt requiring a roll against your Fortitude DC). Like any other DC derived from a modifier, the DC for a saving throw is 10 + the total modifier for that saving throw.

Most of the time, when you attempt a saving throw, you don't have to use your actions or your reaction. You don't even need to be able to act to attempt saving throws. However, in some special cases you might have to take an action to attempt a save. For instance, you can try to recover from the sickened condition by spending an action to attempt a Fortitude save.

Basic Saving Throws

Sometimes you will be called on to attempt a basic saving throw (or "basic save"). This type of saving throw works just like any other saving throw—the "basic" part refers to the effects. For a basic save, you'll attempt the check and determine whether you critically succeed, succeed, fail, or critically fail like you would any other saving throw. Then one of the following outcomes applies based on your degree of success—no matter what caused the saving throw. Some spells or abilities add an additional effect on certain results but still use a basic saving throw for brevity.

Critical Success You take no damage from the effect.
Success You take half the listed damage from the effect.
Failure You take the full damage listed from the effect.
Critical Failure You take double the listed damage from the effect.

PERCEPTION

Perception measures your ability to be aware of your environment. Every creature has Perception, which works with and is limited by a creature's senses. (Details on senses and detecting things begin on page 424.) Whenever you need to attempt a check based on your awareness, you'll attempt a Perception check. Your Perception uses your Wisdom modifier, so you'll use the following formula when attempting a Perception check.

Perception check result = d20 roll + Wisdom modifier + proficiency bonus + other bonuses + penalties

Nearly all creatures are at least trained in Perception, so you will almost always add a proficiency bonus to your Perception modifier. You might add a circumstance bonus for advantageous situations or environments and typically get status bonuses from spells or other magical effects. Items can also grant you a bonus to Perception, typically in a certain situation. For instance, the retinal reflectors augmentation grants a +1 item bonus to Perception checks to Seek.

Circumstance penalties to Perception occur when an environment or situation (such as fog) hampers your senses, while status penalties typically come from conditions, spells, and magic effects that foil the senses. You'll rarely encounter item penalties or untyped penalties for Perception.

Many abilities are compared to your **Perception DC** to determine whether they succeed. As with any DC based on a modifier, your Perception DC is 10 + your total Perception modifier.

PERCEPTION FOR INITIATIVE

Often, you'll roll a Perception check to determine your order in initiative. When you do this, instead of comparing the result against a DC, the GM will put the results for everyone in the encounter in order. The creature with the highest result acts first, the creature with the second-highest result goes second, and so on. Sometimes you may be called on to roll a skill check for initiative instead, but you'll compare results just as if you had rolled Perception. The full rules for initiative are found in the rules for encounter mode on page 427.

SKILL CHECKS

Starfinder has a variety of skills for many different situations, from Athletics to Computers to Piloting. Each grants you a set of related actions that rely on you rolling a skill check. Each skill has a key attribute modifier, based on the scope of the skill in question. For instance, Athletics deals with feats of physical prowess, like swimming and jumping, so its key attribute modifier is Strength. Computers deals with the ability to work with computer systems and other technological equipment, so its key attribute modifier is Intelligence. The key attribute modifier for each skill is listed on page 185 in Chapter 4: Skills. No matter which skill you're using, you calculate a check for it using the following formula.

Skill check result = d20 roll + the skill's key attribute modifier + proficiency bonus + other bonuses + penalties

You're unlikely to be trained in every skill. As normal, when using a skill in which you're untrained, your proficiency bonus is +0; otherwise, it equals your level plus 2 for trained, or higher once you become expert or better. The proficiency rank is specific to the skill you're using. Aid from another character or some other beneficial situation might grant you a circumstance bonus. A status bonus might come from a helpful spell or magical effect. Sometimes tools related to the skill grant you an item bonus to your skill checks. Conversely, unfavorable situations might give you a circumstance penalty to your skill check, while harmful spells, magic, or conditions might also impose a status penalty. Using shoddy or makeshift tools might cause you to take an item penalty. Sometimes a skill action can be an attack, and in these cases, the skill check might take a multiple attack penalty, as described on page 394.

When an ability calls for you to use the DC for a specific skill, you can calculate it by adding 10 + your total modifier for that skill.

FLAT CHECKS

When the likelihood something will happen or fail to happen is based purely on chance, you'll attempt a flat check. A flat check never includes any modifiers, bonuses, or penalties—you just roll a d20 and compare the result on the die to the DC. Only abilities that specifically apply to flat checks can change the checks' DCs; most such effects affect only certain types of flat checks.

If more than one flat check would ever cause or prevent the same thing, just roll once and use the highest DC. In the rare circumstance that a flat check has a DC of 1 or lower, skip rolling; you automatically succeed. Conversely, if one ever has a DC of 21 or higher, you automatically fail.

SECRET CHECKS

Sometimes you as the player shouldn't know the exact result and effect of a check. In these situations, the rules (or the GM) will call for a secret check. The secret trait appears on anything that uses secret checks. This type of check uses the same formulas you normally would use for that check, but is rolled by the GM, who doesn't reveal the result. Instead, the GM simply describes the information or effects determined by the check's result. If you don't know a secret check is happening (for instance, if the GM rolls a secret Fortitude save against a poison that you failed to notice), you can't use any fortune or misfortune abilities (see the sidebar on page 393) on that check, but if a fortune or misfortune effect would apply automatically, the GM applies it to the secret check. If you know that the GM is attempting a secret check—as often happens with Recall Knowledge or Seek—you can usually activate fortune or misfortune abilities for that check. Just tell the GM, and they'll apply the ability to the check.

The GM can choose to make any check secret, even if it's not usually rolled secretly. Conversely, the GM can let you roll any check yourself, even if that check would usually be secret. Some groups find it simpler to have players roll all secret checks and just try to avoid acting on any out-of-character knowledge, while others enjoy the mystery.

DAMAGE ROLLS

Strikes, spells, hazards, and all number of other dangers can deal damage, which can kill creatures and destroy objects.

Damage decreases a creature's Hit Points (HP) on a 1-to-1 basis (so a creature that takes 6 damage loses 6 Hit Points). The full rules for losing HP can be found in the Hit Points, Healing, and Dying section beginning on page 402.

Damage is sometimes given as a fixed amount, but more often than not you'll make a **damage roll** to determine how much damage you deal. A damage roll typically uses a number and type of dice determined by the weapon or unarmed attack used or the spell cast, and it's often enhanced by various modifiers, bonuses, and penalties. Like checks, a damage roll—especially a melee weapon damage roll—is often modified by a number of modifiers, penalties, and bonuses. When making a damage roll, you take the following steps, explained in detail below.

1. **Roll damage dice** indicated by the weapon, unarmed attack, or spell, and apply the modifiers, bonuses, and penalties that apply to the result of the roll.
2. Determine the **damage type**.
3. Apply **immunities**, **weaknesses**, and **resistances** the subject has to the damage.
4. If any damage remains, **reduce Hit Points** the target has by that amount.

STEP 1: ROLL DAMAGE DICE

Your weapon, unarmed attack, spell, or even a magic item determines what size and number of dice you roll for damage. For instance, if you're using a normal doshko, you'll roll 1d12. If you're casting a 3rd-rank *time's edge* spell, you'll roll 5d6. Sometimes, especially in the case of weapons, you'll apply modifiers, bonuses, and penalties to the damage.

Damage rolls for **melee** weapons and unarmed attacks typically add your Strength attribute modifier.

Melee damage roll = damage die of weapon or unarmed attack + Strength modifier + bonuses + penalties

Damage rolls for **ranged** weapons typically don't add an attribute modifier, though you add your Strength modifier to damage rolls for thrown weapons or half the modifier to damage rolls for ranged weapons with the propulsive trait.

Ranged damage roll = damage die of weapon (+ Strength modifier for a thrown weapon or half Strength modifier for a propulsive weapon) **+ bonuses + penalties**

For damage rolls with **spells**, **grenades**, and similar items, you don't add an attribute modifier unless otherwise noted.

Spell (or similar effect) **damage roll = damage die of effect + bonuses + penalties**

As with checks, you might add circumstance, status, or item bonuses to your damage rolls, but if you have multiple bonuses of the same type, you add only the highest bonus of that type. Again like checks, you might also apply circumstance, status, item, and untyped penalties to the damage roll, and again you apply only the greatest penalty of a specific type but apply all untyped penalties together.

If the combined penalties on an attack would reduce the damage to 0 or below, you still deal 1 damage. Sometimes there are other considerations, as described below.

ADDING DAMAGE DICE

Each weapon lists the damage die used for its damage roll. A standard weapon deals one die of damage, but upgrading to a tactical or better version of the weapon increases the number of dice rolled, as can some special actions and spells. These additional dice use the same die size as the weapon or unarmed attack's normal damage die.

COUNTING DAMAGE DICE

Effects based on a weapon's number of damage dice include only the weapon's damage die plus any extra dice from the weapon's type (tactical, advanced, superior, elite, ultimate, and paragon). They don't count extra dice from abilities, critical specialization effects, weapon traits, or the like.

INCREASING DIE SIZE

When an effect calls on you to increase the size of your weapon damage dice, instead of using its normal weapon damage dice, use the next larger die, as listed below (so if you were using a d4, you'd use a d6, and so on). If you are already using a d12, the size is already at its maximum. You can't increase your weapon damage die size more than once.

1d4 » 1d6 » 1d8 » 1d10 » 1d12

PERSISTENT DAMAGE

Persistent damage is a condition that causes damage to recur beyond the original effect. Like normal damage, it can be doubled or halved based on the results of an attack roll or saving throw. Unlike with normal damage, when you are subject to persistent damage, you don't take it right away. Instead, you take the specified damage at the end of your turns, after which you attempt a DC 15 flat check to see if

you recover from the persistent damage. See the sidebar on page 438 in the Conditions Appendix for the complete rules regarding the persistent damage condition.

DOUBLING AND HALVING DAMAGE

Sometimes you'll need to halve or double an amount of damage, such as when the outcome of your Strike is a critical hit or when you succeed at a basic Reflex save against a spell. When this happens, you roll the damage normally, adding all the normal modifiers, bonuses, and penalties. Then you double or halve the amount as appropriate. As normal, round down if you halve the damage (though 1 damage halved remains at a minimum of 1 damage).

When doubling, the GM might allow you to roll the dice twice and double the modifiers, bonuses, and penalties instead of doubling the entire result, but this usually works best for single-target attacks or spells at low levels when you have a small number of damage dice to roll. Benefits you gain specifically from a critical hit, like the extra damage die from the fatal weapon trait, aren't doubled.

STEP 2: DAMAGE TYPE

Once you've calculated how much damage you deal, you'll need to determine the damage type. The blast of a laser rifle deals fire damage. The sting of an *entropy strike* spell deals void damage. Sometimes you might apply precision damage, dealing more damage for hitting a creature in a vulnerable spot or when the target is somehow vulnerable. The damage types are described on page 401.

STEP 3: APPLY IMMUNITIES, WEAKNESSES, AND RESISTANCES

Defenses against certain types of damage or effects are called immunities or resistances, while vulnerabilities are called weaknesses. Apply immunities first, then weaknesses, and resistances third. See page 400.

STEP 4: REDUCE HIT POINTS

Any remaining damage reduces the target's Hit Points on a 1-to-1 basis. More information can be found in the Hit Points, Healing, and Dying sections on pages 402–403.

NONLETHAL ATTACKS

You can make a nonlethal attack to knock someone out instead of killing them (see Knocked Out and Dying on pages 402–403). Weapons with the nonlethal trait (including fists) do this automatically. You take a –2 circumstance penalty to the attack roll when you make a nonlethal attack using a weapon or unarmed attack that doesn't have the nonlethal trait, or when making a lethal attack using a nonlethal weapon. Spells and other effects with the nonlethal trait that reduce a creature to 0 Hit Points knock the creature out instead of killing them.

IMMUNITY, WEAKNESS, AND RESISTANCE

Damage and effects can be negated, deal less damage, or deal more damage due to the recipient's immunity, weakness, or resistance.

IMMUNITY

When you have immunity to a specific type of damage, you ignore all damage of that type. If you have immunity to a specific condition or type of effect, you can't be affected by that condition or any effect of that type. You can still be targeted by an ability that includes an effect or condition you are immune to; you just don't apply that particular effect or condition.

If you have immunity to effects with a certain trait (such as death effects, poison, or disease), you are unaffected by effects with that trait. Often, an effect both has a trait and deals that type of damage (such as an *entropy strike* spell, which has the void trait and deals void damage). In these cases, the immunity applies to the effect corresponding to the trait, not just the damage. However, some complex effects might have parts that affect you even if you're immune to one of the effect's traits; for instance, a spell that deals both fire and acid damage can still deal acid damage to you even if you're immune to fire.

Immunity to Critical Hits

Immunity to critical hits works differently. When a creature immune to critical hits is critically hit by a Strike or other attack that deals damage, it takes normal damage instead of double damage. This does not make it immune to any other critical success effects of the actions, such as a critical specialization effect or the extra damage of the deadly trait. However, in some cases the GM might determine the added effects don't apply.

Immunity to Nonlethal

Another exception is immunity to the nonlethal trait. If you're immune to nonlethal, you're immune to all damage from attacks and effects with the nonlethal trait, no matter what other type the damage has. For instance, a typical construct has immunity to nonlethal attacks. No matter how hard you hit it with your fist, you're not going to damage it. You can take a penalty to remove the nonlethal trait from your fist (page 399), and some abilities give you unarmed attacks without the nonlethal trait.

Temporary Immunity

Some effects grant you immunity to the same effect for a set amount of time. If an effect grants you temporary immunity, repeated applications of that effect don't affect you for as long as the temporary immunity lasts. Unless the effect says it applies only to a certain creature's ability, it doesn't matter who created the effect. For example, the *blindness* spell says, "The target is temporarily immune to *blindness* for 1 minute." If anyone casts *blindness* on that creature again before 1 minute passes, the spell has no effect.

Temporary immunity doesn't prevent or end ongoing effects of the source of the temporary immunity. For instance, if an ability makes you frightened and you then gain temporary immunity to the ability, you don't immediately lose the frightened condition due to the immunity you just gained—you simply don't become frightened if you're targeted by the ability again before the immunity ends.

WEAKNESS

If you have a weakness to a certain type of damage or damage from a certain source, that type of damage is extra effective against you. Whenever you would take that type of damage, increase the damage you take by the value of the weakness. For instance, if you are dealt 2d6 fire damage and have weakness 5 to fire, you take 2d6+5 fire damage.

If you have a weakness to something that doesn't normally deal damage, such as water, you take damage equal to the weakness value when touched or affected by it. If more than one weakness would apply to the same instance of damage, use only the highest applicable weakness value. This usually only happens when a creature is weak to both a type of damage and a material or trait, such as a plasma doshko critically hitting a monster that has weakness to fire and electricity.

RESISTANCE

If you have resistance to a type of damage, each time you take that type of damage, reduce the amount of damage you take by the listed number (to a minimum of 0 damage).

Resistance can specify combinations of damage types or other traits. For instance, you might encounter a monster that's resistant to non-magical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from your *ghost killer* machine gun (since it's magical) or a non-magical machine gun (since it deals piercing damage). A resistance also might have an exception. For example, resistance 10 to physical damage (except aucturnite) would reduce any physical damage by 10 unless that damage was dealt by an aucturnite weapon.

If you have more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value, as described in Weakness.

It's possible to have resistance to all damage. When an effect deals damage of multiple types and you have resistance to all damage, apply the resistance to each type of damage separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage entirely.

DAMAGE TYPES

Damage has a number of different types and categories, which are described below.

Physical Damage

Damage dealt by weapons, many physical hazards, and a handful of spells is collectively called physical damage. The main types of physical damage are bludgeoning, piercing, and slashing. **Bludgeoning** damage comes from weapons and hazards that deal blunt-force trauma, like a punch from a battleglove or being hit by an enercycle. **Piercing** damage is dealt from stabs and punctures, whether from a dragon's fangs or the bullet barrage from a machine gun. **Slashing** damage is delivered by a cut, be it the slice of a jinsul's leg blades or the buzz saw of a massive machine.

Ghosts and other incorporeal creatures have a high resistance to physical attacks that aren't magical (attacks that lack the magical trait). Furthermore, most incorporeal creatures have additional, though lower, resistance to magical physical damage (such as damage dealt from a doshko with the magical trait) and most other damage types.

Energy Damage

Many attacks deal energy damage. Energy damage is also dealt from effects in the world, such as the biting cold of a blizzard to a raging forest fire. The main types of energy damage are acid, cold, electricity, fire, and sonic. **Acid** damage can be delivered by gases, liquids, and certain solids that dissolve flesh, and sometimes harder materials. **Cold** damage freezes material by way of contact with chilling gases and ice. **Electricity** damage comes from the discharge of powerful lightning and sparks. **Fire** damage burns through heat and combustion. **Sonic** damage assaults matter with high-frequency vibration and sound waves. Many times, you deal energy damage by casting magic spells or attacking with specific weapons, and doing so is often useful against creatures that have immunities or resistances to physical damage.

Two special types of energy damage specifically target the living and the undead. **Vitality** damage harms only undead creatures, withering undead bodies and disrupting incorporeal undead. **Void** damage saps life, damaging only living creatures.

Powerful and pure magical energy can manifest itself as **force** damage. Few things can resist this type of damage—not even incorporeal creatures such as ghosts.

Spirit Damage

Directly affecting the spiritual essence of a creature, **spirit** damage can damage a target projecting its consciousness or possessing another creature even if the target's body is elsewhere. The possessed creature isn't harmed by the blast. Spirit damage doesn't harm creatures that have no spirit, such as constructs. Many effects that deal spirit damage also have the sanctified, holy, or unholy trait, all of which are described in the sidebar on page 39, and on pages 448 and 456.

Mental Damage

Sometimes an effect can target the mind with enough psychic force to actually deal damage to the creature. When it does, it deals **mental** damage. Mindless creatures and those with only programmed or rudimentary intelligence are often immune to mental damage and effects.

Poison Damage

Venoms, toxins, radiation, and the like can deal **poison** damage, which affects creatures by way of contact, ingestion, inhalation, or injury. In addition to coming from monster attacks, items, and spells, poison damage is often caused by ongoing afflictions, which follow special rules described on page 423.

Bleed Damage

Another special type of physical damage is **bleed** damage. This is persistent damage that represents loss of blood. As such, it has no effect on nonliving creatures or living creatures that don't need blood to live. Weaknesses and resistances to physical damage apply. Bleed damage ends automatically if you're healed to your full Hit Points.

Precision Damage

When you hit with an ability that grants you **precision** damage, you increase the attack's listed damage, using the same damage type, rather than tracking a separate pool of damage. For example, a seeker rifle Strike that deals 1d4 precision damage from an operative's Aim increases the piercing damage by 1d4.

Some creatures are immune to precision damage, regardless of the damage type. A creature immune to precision damage would ignore the 1d4 precision damage in the example above, but it would still take the rest of the piercing damage from the Strike. Since precision damage is always the same type of damage as the attack it's augmenting, a creature that is resistant to physical damage, like a hardlight scamp, would resist not only the rifle's damage but also the precision damage, even though it is not specifically resistant to precision damage.

Precious Materials

While not their own damage category, precious materials can modify damage to penetrate a creature's resistances or take advantage of its weaknesses. For instance, silver weapons are particularly effective against werecreatures and bypass the resistances to physical damage that most devils have.

HIT POINTS, HEALING, AND DYING

For adventurers, injury and death lurk around every corner.

HIT POINTS

All creatures and objects have **Hit Points (HP)**. Your maximum Hit Point value represents your health, wherewithal, and heroic drive when you're in good health and rested. Your maximum Hit Points include the Hit Points you gain at 1st level from your ancestry and class, those you gain at higher levels from your class, and any you gain from other sources (like the Toughness general feat). When you take damage, you reduce your current Hit Points by a number equal to the damage dealt.

Some spells, items, and other effects, as well as simply resting, can heal creatures. When you're healed, you regain Hit Points equal to the amount healed, up to your maximum Hit Points.

TEMPORARY HIT POINTS

Some spells or abilities give you temporary Hit Points. Track these separately from your current and maximum Hit Points; when you take damage, reduce your temporary Hit Points first. Most temporary Hit Points last for a limited duration. You can't regain lost temporary Hit Points through healing, but you can gain more via other abilities. You can have temporary Hit Points from only one source at a time. If you gain temporary Hit Points when you already have some, choose whether to keep the amount you already have and their corresponding duration or to gain the new temporary Hit Points and their duration.

FAST HEALING AND REGENERATION

A creature with fast healing or regeneration regains the listed amount of Hit Points each round at the beginning of its turn. A creature with regeneration has additional benefits. Its dying condition can't increase to a value that would kill it (this stops most creatures from going beyond dying 3) as long as its regeneration is active. If it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn.

ITEMS AND HIT POINTS

Items have Hit Points like creatures, but the rules for damaging them are different, as explained on page 236. An item has a Hardness statistic that reduces damage the item takes by that amount. The item then takes any damage left over. If an item is reduced to 0 HP, it's destroyed. An item also has a Broken Threshold. If its Hit Points are reduced to this amount or lower, it's broken, meaning it can't be used for its normal function and it doesn't grant bonuses. You usually can't attack an attended object (one on a creature's person).

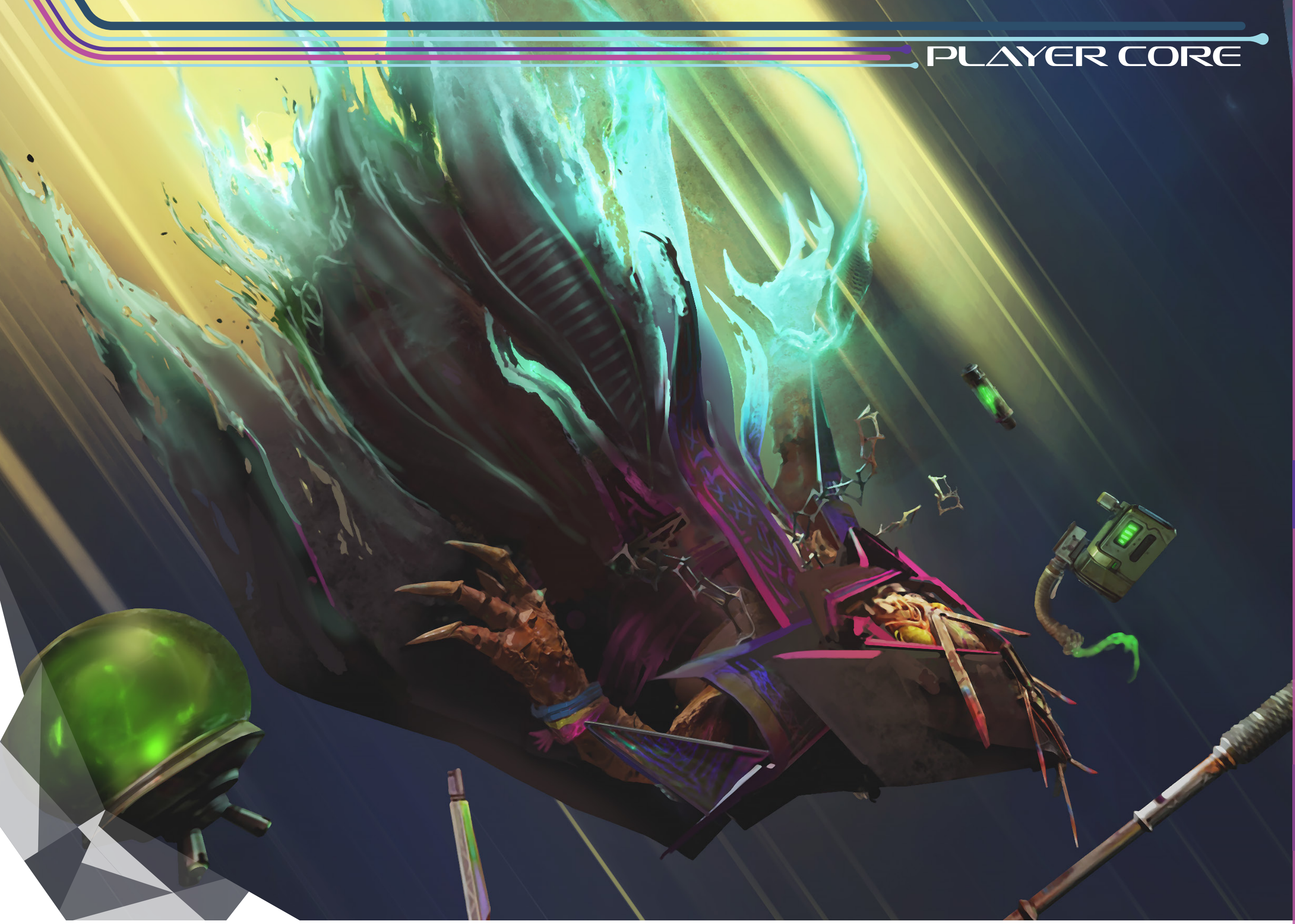
GETTING KNOCKED OUT

Creatures can't be reduced to fewer than 0 Hit Points. When most creatures reach 0 Hit Points, they die and are removed from play unless the attack was nonlethal, in which case they're instead knocked out for a significant amount of time (usually 10 minutes or more). When undead and constructs reach 0 Hit Points, they're destroyed.

Player characters, their companions, and other significant characters and creatures don't automatically die when they reach 0 Hit Points. Instead, they are knocked out and are at risk of death. The GM might determine that villains, powerful monsters, special NPCs, and enemies with special abilities that are likely to bring them back to the fight (like ferocity, regeneration, or healing magic) can use these rules as well.

As a player character, when you're reduced to 0 Hit Points, you're knocked out with the following effects:

- **Move your initiative position** to directly before the turn in which you were reduced to 0 HP.
- **Gain the dying 1 condition.** If the effect that knocked you out was a critical success from the attacker or the result of your critical failure, you gain the dying 2 condition instead. If you have the wounded condition, increase your dying value by an amount equal to your wounded value. If the damage was dealt by a nonlethal attack or nonlethal effect, you don't gain the dying condition; you're instead unconscious with 0 Hit Points.



DYING

While you have the dying condition, you're bleeding out or otherwise at death's door. You're unconscious while you have the dying condition. Dying always includes a value. If this value ever reaches dying 4, you die. While you're dying, your dying value can increase or decrease in two ways.

RECOVERY CHECKS

While you're dying, attempt a recovery check at the start of each of your turns. This is a flat check with a DC equal to 10 + your current dying value to see if you get better or worse.

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

TAKING DAMAGE

If you take damage while you already have the dying condition, increase your dying condition value by 1, or by 2 if the damage came from an attacker's critical hit or your own critical failure.

LOSING THE DYING CONDITION

You lose the dying condition if it ever reaches dying 0. If you're still at 0 Hit Points, you remain unconscious, but you can wake up as described in that condition. You lose the dying condition automatically and wake up if you ever have 1 Hit Point or more.

Anytime you lose the dying condition, you gain the wounded 1 condition, or increase your wounded value by 1 if you already have that condition.

DEATH

After you die, you can't act or regain actions, can't be affected by spells that target creatures (unless they specifically target dead creatures), and for all other purposes, you're an object. When you die, you're reduced to 0 Hit Points if you had a different amount, and you can't be brought above 0 Hit Points as long as you remain dead. Some magic can bring creatures back to life, such as the *resurrect* ritual or the *akashic revival* and *raise dead* spells, though these abilities aren't without their risks or effects, and rare artifacts and powers can even interfere with them.

INSTANT DEATH

There are ways in which you can die instantly, without reaching dying 0 first.

DEATH EFFECTS

Some spells and abilities can kill you immediately or bring you closer to death without needing to reduce you to 0 Hit Points first. These abilities have the death trait and usually

CONDITIONS RELATED TO DYING

The effects of the dying condition are described under the Dying header on page 403, but you might also need to reference the unconscious, wounded, and doomed conditions.

Unconscious

You're sleeping, or you've been knocked out. You can't act. You take a –4 status penalty to AC, Perception, and Reflex saves, and you have the blinded and off-guard conditions. When you gain this condition, you fall prone and drop items you're wielding or holding unless the effect states otherwise or the GM determines you're in a position in which you wouldn't.

If you're unconscious because you're dying, you can't wake up as long as you have 0 Hit Points. If you're restored to 1 Hit Point or more via healing, you lose the dying and unconscious conditions and can act normally on your next turn.

If you are unconscious and at 0 Hit Points, but not dying, you naturally return to 1 Hit Point and awaken after sufficient time passes. The GM determines how long you remain unconscious, from a minimum of 10 minutes to several hours. If you receive healing during this time, you lose the unconscious condition and can act normally on your next turn.

If you're unconscious and have more than 1 Hit Point (typically because you're asleep or unconscious due to an effect), you wake up in one of the following ways. Each causes you to lose the unconscious condition.

- You take damage, provided the damage doesn't reduce you to 0 Hit Points. (If the damage reduces you to 0 Hit Points, you remain unconscious and gain the dying condition as normal.)
- You receive healing other than the natural healing you get from resting.
- Someone shakes you awake using an Interact action.
- Loud noise is being made around you—though this isn't automatic. At the start of your turn, you automatically attempt a Perception check against the noise's DC (or the lowest DC if there's more than one noise), waking up if you succeed. This is often DC 5 for a battle, but if creatures are attempting to stay quiet around you, this Perception check uses their Stealth DC. Some magical effects make you sleep so deeply that they don't allow you to attempt this Perception check.
- If you're simply asleep, the GM decides you wake up either because you've had a restful night's sleep or something disrupted that rest.

Wounded

You've been seriously injured during a fight. Anytime you lose the dying condition, you become wounded 1 if you didn't already have the wounded condition. If you already have the wounded condition, your wounded condition value instead increases by 1. If you gain the dying condition while wounded, increase the dying condition's value by your wounded value. The wounded condition ends if someone successfully restores Hit Points to you with Treat Wounds, or if you're restored to full Hit Points and rest for 10 minutes.

Doomed

Your life is ebbing away, bringing you ever closer to death. Some powerful spells and evil creatures can inflict the doomed condition on you. Doomed always includes a value. The maximum dying value at which you die is reduced by your doomed value. For example, if you were doomed 1, you would die upon reaching dying 3 instead of dying 4. If your maximum dying value is ever reduced to 0, you instantly die. When you die, you're no longer doomed.

Your doomed value decreases by 1 each time you get a full night's rest.

HEROIC RECOVERY

If you have at least 1 Hero Point (page 405), you can spend all of your remaining Hero Points at the start of your turn or when your dying value would increase. You lose the dying condition entirely and stabilize with 0 Hit Points. You don't gain the wounded condition or increase its value from losing the dying condition in this way, but if you already had that condition, you don't lose it or decrease its value.

involve energy from the Void, the antithesis of life, or other effects that target the mind or soul. If you're reduced to 0 Hit Points by a death effect, you're slain instantly without needing to reach dying 4. For instance, the *quantum negation* spell automatically kills a creature it reduces to 0 Hit Points.

A death effect might state that it kills you outright, without dealing damage, in which case you die without having to first reach dying 4 or be reduced to 0 Hit Points. For instance, the *massacre* spell, an extremely powerful spell, can automatically slay creatures who fail their save against its effects.

MASSIVE DAMAGE

You die instantly if you ever take damage equal to or greater than double your maximum Hit Points in one blow.

HERO POINTS

Your heroic deeds earn you Hero Points, which grant you good fortune or let you recover from the brink of death. Unlike most aspects of your character, which persist over the long term, Hero Points last for only a single session.

The GM is in charge of awarding Hero Points. Usually, each character gets 1 Hero Point at the start of a session and can gain more later by performing heroic deeds—something selfless, daring, or beyond normal expectations. You can have a maximum of 3 Hero Points at a time, and you lose any remaining Hero Points at the end of a session.

You can spend your Hero Points in one of two ways. Neither of these is an action, and you can spend Hero Points even if you aren't able to act. You can spend a Hero Point on behalf of your familiar or companion.

- **Spend 1 Hero Point to reroll a check.** You must use the second result. This is a fortune effect (which means you can't use more than 1 Hero Point on a check).
- **Spend all your Hero Points (minimum 1) to avoid death.** You can do this when your dying condition would increase. You lose the dying condition entirely and stabilize with 0 Hit Points. You don't gain the wounded condition or increase its value from losing the dying condition in this way, but if you already had that condition, you don't lose it or decrease its value.

DESCRIBING HEROIC DEEDS

Because spending Hero Points reflects heroic deeds or tasks that surpass normal expectations, if you spend a Hero Point, you should describe the deed or task your character accomplishes with it to the other players.

Your character's deed might invoke a lesson learned in a past adventure, could be spurred by a determination to save someone else, or might depend on an item that ended up on their person due to a previous exploit. If you don't want to describe the deed or don't have any strong ideas about how to do so, ask the GM to come up with something for you. This can be a collaborative process, too. The GM might remind you of a long-forgotten event in the campaign, and all you have to do is fill in how that event comes to mind just at the right time, motivating you to push past your limits.

ACTIONS

You affect the world around you primarily by using actions, which produce effects. Actions are most closely measured and restricted during the encounter mode of play, but even when it isn't important for you to keep strict track of actions, they remain the way in which you interact with the game world.

You'll need to track your actions carefully in an encounter. At the start of each turn you take in an encounter, you regain 3 actions and 1 reaction to spend that round. (Regaining your actions is described in detail on page 428.) You can spend your actions in many different ways.

There are four types of actions: single actions, activities, reactions, and free actions.

Single actions can be completed in a very short time. They're self-contained, and their effects are generated within the span of that single action.

Activities usually take longer and require using multiple actions, which must be spent in succession. Strike is a single action, but Double Tap is an activity in which you use both the Aim and Strike actions to generate its effect.

Reactions have triggers, which must be met for you to use the reaction. You can use a reaction anytime its trigger is met, whether it's your turn or not. Outside of encounters, your use of reactions is more flexible and up to the GM. Reactions are usually triggered by other creatures or by events outside your control.

Free actions don't cost you any of your actions per turn, nor do they cost your reaction. A free action with no trigger follows the same rules as a single action (except the action cost). It must be used on your turn and can't be used during another action. A free action with a trigger follows the same rules as a reaction (except the reaction cost). It can be used any time its trigger is met.

ACTION ICON KEY

These icons appear in stat blocks as shorthand for each type of action. As a player, you'll usually see the icon in an action's header (such as in a basic action, skill action, feat, or spell). In a creature stat block, or a feat that gives you a new action in addition to other benefits, the icon will appear in the running text. For examples, see the formatting of rules on page 15.

◆ Single Action

◆◆ Two-Action Activity

◆◆◆ Three-Action Activity

↺ Reaction

◇ Free Action

ACTIVITIES

An activity typically involves using multiple actions to create an effect greater than you can produce with a single action, or combining multiple single actions to produce an effect that's different from merely the sum of those actions. In some cases, usually when spellcasting, an activity can consist of only 1 action, 1 reaction, or even 1 free action.

An activity might cause you to use specific actions within it. You don't have to spend additional actions to perform them—they're already factored into the activity's required actions. (See Subordinate Actions on page 407.)

You have to spend all the actions of an activity at once to gain its effects. In an encounter, this means you must complete it during your turn. If an activity gets interrupted or disrupted in an encounter (page 407), you lose all the actions you committed to it.

EXPLORATION AND DOWNTIME ACTIVITIES

Outside of encounters, activities can take minutes, hours, or even days. These activities usually have the exploration or downtime trait to indicate they're meant to be used during these modes of play. You can often do other things off and on as you carry out these activities, provided they aren't significant activities of their own. For instance, if you're Repairing an item, you might stretch your legs or have a brief discussion, but you couldn't Decipher Writing at the same time.

If an activity outside of an encounter is interrupted or disrupted, as described in Disrupting Actions on page 407, you usually lose the time you put in, but no additional time.

ACTIONS WITH TRIGGERS

You can use free actions that have triggers and reactions only in response to certain events. Each such reaction and free action lists the trigger that must happen for you to perform it. When its trigger is satisfied—and *only* when it's satisfied—you can use the reaction or free action, though you don't have to use the action if you don't want to.

There are only a few basic reactions and free actions that all characters can use. You're more likely to gain actions with triggers from your class, feats, and magic items.

LIMITATIONS ON TRIGGERS

The triggers listed in the stat blocks of reactions and some free actions limit when you can use those actions. You can use only one action in response to a given trigger. For example, if you had a reaction and a free action that both had a trigger of "your turn begins," you could use either of them at the start of your turn—but not both. If two triggers are similar, but not identical, the GM determines whether you can use one action in response to each or whether they're effectively the same thing. Usually, this decision will be based on what's happening in the narrative.

This limitation of one action per trigger is per creature; more than one creature can use a reaction or free action in response to a given trigger. If multiple actions would be occurring at the same time, and it's unclear in what order they happen, the GM determines the order based on the narrative.

OTHER ACTIONS

Sometimes you need to attempt something not already covered by defined actions in the game. When this happens, the rules tell you how many actions you need to spend as well as any traits your action might have. For example, a spell that lets you switch targets might say you can do so "by spending a single action, which has the concentrate trait." Game Masters can also use this approach when a character tries to do something that isn't covered in the rules.

GAINING AND LOSING ACTIONS

Effects can change the number of actions you can use on your turn, or whether you can use actions at all. The slowed condition, for example, causes you to lose actions, while the quickened condition causes you to gain them. Conditions are detailed in the appendix on pages 435–441. Whenever you lose a number of actions—whether from these conditions or in any other way—you choose which to lose if there's any difference between them. For instance, the *haste* spell makes you quickened, but it limits what you can use your extra action to do. If you lost an action while *haste* was active, you might want to lose the action from *haste* first since it's more limited than your normal actions.

Some effects are even more restrictive. Certain abilities, instead of or in addition to changing the number of actions you can use, say specifically that you can't use reactions. The most restrictive form of reducing actions is when an effect states that you can't act: this means you can't use any actions, or even speak. When you can't act, you still regain your actions unless another effect (like the stunned condition) prevents it.

DISRUPTING ACTIONS

Various abilities and conditions, such as a Reactive Strike, can disrupt an action. When an action is disrupted, you still use the actions or reactions you committed, and you still expend any costs, but the action's effects don't occur. In the case of an activity, you usually lose all actions spent for the activity up through the end of that turn. For instance, if you began to Cast a Spell requiring 3 actions and the first action was disrupted, you lose all 3 actions that you committed to that activity.

The GM decides what effects a disruption causes beyond simply negating the effects that would've occurred from the disrupted action. For instance, a Leap disrupted midway wouldn't transport you back to the start of your jump, and a disrupted item hand off might cause the item to fall to the ground instead of staying in the hand of the creature who was trying to give it away.

IN-DEPTH ACTION RULES

These rules clarify some of the specifics of using actions.

Simultaneous Actions

You can use only one single action, activity, or free action that doesn't have a trigger at a time. You must complete one before beginning another. For example, the Double Tap activity states you must Aim and then make two ranged Strikes, so you couldn't use an Interact action to open a door in the middle of the Strikes.

Free actions with triggers and reactions work differently. You can use these whenever the trigger occurs, even if the trigger occurs in the middle of another action.

Subordinate Actions

An action might allow you to use a simpler action—usually one of the Basic Actions on page 408—in a different circumstance or with different effects. This subordinate action still has its normal traits and effects, but it's modified in any ways listed in the larger action. For example, an activity that tells you to Stride up to half your Speed alters the normal distance you can move in a Stride. The Stride would still have the move trait, would still trigger reactions that occur based on movement, and so on. The subordinate action doesn't gain any of the traits of the larger action unless specified. The action that allows you to use a subordinate action doesn't require you to spend more actions or reactions to do so; that cost is already factored in.

Using an activity isn't the same as using any of its subordinate actions. For example, the quickened condition you get from the *haste* spell lets you spend an extra action each turn to Stride or Strike, but you couldn't use the extra action for an activity that includes a Stride or Strike. As another example, if you used an action that specified, "If the next action you use is a Strike," an activity that includes a Strike wouldn't count because the next thing you're doing is starting an activity, not using the Strike basic action.

BASIC ACTIONS

Basic actions represent common tasks like moving around, attacking, and helping others. As such, every creature can use basic actions except in some extreme circumstances, and many of those actions are used very frequently. Most notably, you'll use Interact, Step, Stride, and Strike a great deal. Many feats and other actions call upon you to use one of these basic actions or modify them to produce different effects. For example, a more complex action might let you Stride twice, and a large number of activities include a Strike. An action or activity might also modify a basic action, such as having you Stride up to half your Speed.

Actions that are used less frequently but are still available to most creatures are presented in Specialty Basic Actions starting on page 410. These typically have requirements that not all characters are likely to meet, such as wielding a shield, having a burrow Speed, or falling through the air.

In addition to the actions in these two sections, the actions for spellcasting can be found on page 298, and the actions for using magic items appear on page 282.

Delay and Ready: If you want to change when you take actions, two basic actions let you do so. Delay shifts your entire turn later in the round, and Ready lets you prepare to take one specific action when a trigger you choose is met.

BASIC ACTIONS

AID ↺

Trigger An ally is about to use an action that requires a skill check or attack roll.

Requirements The ally is willing to accept your aid, and you've prepared to help (see below).

You try to help your ally with a task. To use this reaction, you must first prepare to help, usually by using an action during your turn. You must explain to the GM exactly how you're trying to help, and they determine whether you can Aid your ally.

When you use your Aid reaction, attempt a skill check or attack roll of a type decided by the GM. The typical DC is 15, but the GM might adjust this DC for particularly hard or easy tasks. The GM can add any relevant traits to your preparatory action or to your Aid reaction depending on the situation, or even allow you to Aid checks other than skill checks and attack rolls.

Critical Success You grant your ally a +2 circumstance bonus to the triggering check. If you're a master with the check you attempted, the bonus is +3, and if you're legendary, it's +4.

Success You grant your ally a +1 circumstance bonus to the triggering check.

Critical Failure Your ally takes a –1 circumstance penalty to the triggering check.

CRAWL ◆

MOVE

Requirements You're prone, and your Speed is at least 10 feet.

You move 5 feet by crawling and continue to stay prone.

DELAY ◇

Trigger Your turn begins.

You wait for the right moment to act. The rest of your turn doesn't happen yet. Instead, you're removed from the initiative order. You can return to the initiative order as a free action triggered by the end of any other creature's turn. This permanently changes your initiative to the new position. You can't use reactions until you return to the initiative order. If you Delay an entire round without returning to the initiative order, the actions from the Delayed turn are lost, your initiative doesn't change, and your next turn occurs at your original position in the initiative order.

When you Delay, any persistent damage or other negative effects that normally occur at the start or end of your turn occur immediately when you use the Delay action. Any beneficial effects that would end at any point during your turn also end. The GM might determine that other effects end when you Delay as well. Essentially, you can't Delay to avoid negative consequences that would happen on your turn or to extend beneficial effects that would end on your turn.

DROP PRONE ◆

MOVE

You fall prone.

ESCAPE ◆

ATTACK

You attempt to escape from being grabbed, immobilized, or restrained. Choose one creature, object, spell effect, hazard, or other impediment imposing any of those conditions on you. Attempt a check using your unarmed attack modifier against the DC of the effect. This is typically the Athletics DC of a creature grabbing you, the Thievery DC of a creature who tied you up, the spell DC for a spell effect, or the listed Escape DC of an object, hazard, or other impediment. You can attempt an Acrobatics or Athletics check instead of using your attack modifier if you choose (but this action still has the attack trait).

Critical Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. You can then Stride up to 5 feet.

Success You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target.

Critical Failure You don't get free, and you can't attempt to Escape again until your next turn.

INTERACT ◆

MANIPULATE

You use your hand or hands to manipulate an object or the terrain. You can grab an unattended or stored object, draw a weapon, swap a held item for another (see the Changing Equipment table on page 235), open a door, or achieve a similar effect. On rare occasions, you might have to attempt a skill check to determine if your Interact action was successful.

LEAP ◆

MOVE

You take a short horizontal or vertical jump. Jumping a greater distance requires using the Athletics skill for a High Jump or Long Jump (page 194).

- **Horizontal Jump** up to 10 feet horizontally if your Speed is at least 15 feet, or up to 15 feet horizontally if your Speed is at least 30 feet. You land in the space where your Leap ends (meaning you can typically clear a 5-foot gap, or a 10-foot gap if your Speed is 30 feet or more). You can't make a horizontal Leap if your Speed is less than 15 feet.
- **Vertical Jump** up to 3 feet vertically and 5 feet horizontally onto an elevated surface.

READY ◆◆

CONCENTRATE

You prepare to use an action that will occur outside your turn. Choose a single action or free action you can use, and designate a trigger. Your turn then ends. If the trigger you designated occurs before the start of your next turn, you can use the chosen action as a reaction (provided you still meet the requirements to use it). You can't Ready a free action that already has a trigger.

If you have a multiple attack penalty and your readied action is an attack action, your readied attack takes the multiple attack penalty you had at the time you used Ready. This is one of the few times the multiple attack penalty applies when it's not your turn.

RELEASE ◇

MANIPULATE

You release something you're holding in your hand or hands. This might mean dropping an item, removing one hand from your weapon while continuing to hold it in another hand, releasing a cable suspending an enercycle, or performing a similar action. Unlike most manipulate actions, Release doesn't trigger reactions that can be triggered by actions with the manipulate trait (such as Reactive Strike).

If you want to prepare to Release something outside of your turn, use the Ready activity.

SEEK ◆

CONCENTRATE | **SECRET**

You scan an area for signs of creatures or objects, possibly including secret doors or hazards. Choose an area to scan. The GM determines the area you can scan with one Seek action—almost always 30 feet or less in any dimension. The GM might impose a penalty if you search far away from you or adjust the number of actions it takes to Seek a particularly cluttered area.

The GM attempts a single secret Perception check for you and compares the result to the Stealth DCs of any undetected or hidden creatures in the area, or the DC to detect each object in the area (as determined by the GM or by someone Concealing the Object). A creature you detect might remain hidden, rather than becoming observed, if you're using an imprecise sense or if an effect (such as *invisibility*) prevents the subject from being observed.

Critical Success Any undetected or hidden creature you critically succeeded against becomes observed by you. You learn the location of objects in the area you critically succeeded against.

Success Any undetected creature you succeeded against becomes hidden from you instead of undetected, and any hidden creature you succeeded against becomes observed by you. You learn the location of any object or get a clue to its whereabouts, as determined by the GM.

AID DETAILS

The following clarifications might be relevant when Aiding an ally.

Long Tasks: For a task that takes longer than a round, you often need to spend more than one action preparing to help, as determined by the GM.

Proximity: You don't necessarily need to be next to your ally to aid, though you must be in a reasonable location to help them both when you set up and when you take the reaction.

Repetition: Aiding the same creature multiple times can have diminishing returns. In particular, if you try to repeatedly Aid attacks or skill checks against a creature, the GM will usually increase the DC each time as your foe gets more savvy. This isn't the case if there's no reason the task would be less likely to work if repeated, such as Aiding someone who's climbing a wall or picking a lock.

SENSE MOTIVE ◆

CONCENTRATE | **SECRET**

You try to tell whether a creature's behavior is abnormal. Choose one creature and assess it for odd body language, signs of nervousness, and other indicators that it might be trying to deceive someone. The GM attempts a single secret Perception check for you and compares the result to the Deception DC of the creature, the DC of a spell affecting the creature's mental state, or another appropriate DC determined by the GM. You typically can't try to Sense the Motive of the same creature again until the situation changes significantly.

Critical Success You determine the creature's true intentions and get a solid idea of any mental magic affecting it.

Success You can tell whether the creature is behaving normally, but you don't know its exact intentions or what magic might be affecting it.

Failure You detect what a deceptive creature wants you to believe. If they're not being deceptive, you believe they're behaving normally.

Critical Failure You get a false sense of the creature's intentions.

SPEAKING

As long as you can act, you can also speak. You don't need to spend any type of action to speak, but because a round represents 6 seconds of time, you can usually speak at most a single sentence or so per round. Special uses of speech, such as attempting a Deception skill check to Lie, require spending actions and follow their own rules. All speech has the auditory trait. If you communicate in some way other than speech, other rules might apply. For instance, using sign language is visual instead of auditory.

STAND ◆

MOVE

You stand up from being prone.

STEP ◆

MOVE

Requirements Your Speed is at least 10 feet.

You carefully move 5 feet. Unlike most types of movement, Stepping doesn't trigger reactions, such as Reactive Strike, that can be triggered by move actions or upon leaving or entering a square.

You can't Step into difficult terrain (page 415), and you can't Step using a Speed other than your land Speed.

STRIDE ◆

MOVE

You move up to your Speed (page 412).

STRIKE ◆

ATTACK

You attack with a weapon you're wielding or with an unarmed attack, targeting one creature within your reach (for a melee attack) or within range (for a ranged attack). Roll an attack roll using the attack modifier for the weapon or unarmed attack you're using, and compare the result to the target creature's AC to determine the effect.

Critical Success You make a damage roll according to the weapon or unarmed attack and deal double damage (see page 399 for rules on doubling damage).

Success You make a damage roll according to the weapon or unarmed attack and deal damage.

STRIKE STATISTICS

See Attack Rolls on page 394 and Damage on page 398 for details on calculating your attack and damage rolls. The damage roll for a Strike uses the damage die of the weapon or unarmed attack, plus any modifiers, bonuses, and penalties you have to damage. If you're using a type of attack other than a Strike, such as a spell attack or Grapple action, you calculate damage differently (or not at all).

TAKE COVER ◆

Requirements You are benefiting from cover, are near a feature that allows you to take cover, or are prone.

You press yourself against a wall or duck behind an obstacle to take better advantage of cover (page 416). If you would have standard cover, you instead gain greater cover, which provides a +4 circumstance bonus to AC; to Reflex saves against area effects; and to Stealth checks to Hide, Sneak, or otherwise avoid detection. Otherwise, you gain the benefits of standard cover (a +2 circumstance bonus instead). This lasts until you move from your current space, use an attack action, become unconscious, or end this effect as a free action.

SPECIALTY BASIC ACTIONS

These actions are useful under specific circumstances. The Arrest a Fall, Burrow, and Fly actions require you to have a special movement type (page 412). Area Fire and Auto-Fire require you to use a weapon with area fire or auto-fire traits (page 255). The climb and swim Speeds use the corresponding actions from the Athletics skill (pages 193–195).

AREA FIRE ◆◆

AREA | ATTACK

Requirements You're wielding a weapon with the area trait.

You attempt to hit each creature in a designated area, which has a range equal to the weapon's range increment (for cone or line) or a designated radius of the explosion (for burst). For burst, you can position the center point anywhere within your first range increment. Any creatures in the area must succeed at a basic Reflex save against your class DC plus the tracking value of the weapon (you don't roll an attack roll). This damage is area damage. Creatures who critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Area Fire has an expend equal to the value listed on the weapon.

ARREST A FALL ⤾

Trigger You fall.

Requirements You have a fly Speed.

You attempt your choice of an Acrobatics check or Reflex save to slow your fall. The DC is typically 15, but it might be higher due to air turbulence or other circumstances.

Success You take no damage from the fall.

AUTO-FIRE ◆◆

AREA | ATTACK

Requirements You're wielding a weapon with the automatic trait.

You attempt to hit each creature in a cone with a range equal to half the weapon's range increment without making an attack roll. Any creature in the area takes weapon damage (basic Reflex save against your class DC plus the tracking value of the weapon). This damage is area damage. Creatures that critically fail this save are subject to effects that occur on a critical hit with this weapon, including the weapon's critical specialization effect. Auto-Fire has an expend equal to the number of targets in the area × 2.

AVERT GAZE ◆

You avert your gaze from danger. You gain a +2 circumstance bonus to saves against visual abilities that require you to look at a creature or object, such as the radiant gaze of a solar nymph. Your gaze remains averted until the start of your next turn.

BURROW ◆

MOVE

Requirements You have a burrow Speed.

You dig your way through dirt, sand, or a similar loose material at a rate up to your burrow Speed. You can't burrow through rock or other substances denser than dirt unless you have an ability that allows you to do so.

DISMISS ◆

CONCENTRATE

You end an effect that states you can Dismiss it. Dismissing ends the entire effect unless noted otherwise.

FLY ◆

MOVE

Requirements You have a fly Speed.

You move through the air up to your fly Speed. Moving upward (straight up or diagonally) uses the rules for moving through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you Fly to the ground, you don't take falling damage. You can use an action to Fly 0 feet to hover in place. If you're airborne at the end of your turn and didn't use a Fly action this round, you fall.

GRAB AN EDGE ⤾

MANIPULATE

Trigger You fall from or past an edge or handhold.

Requirements Your hands are not tied behind your back or otherwise restrained.

When you fall off or past an edge or other handhold, you can try to grab it, potentially stopping your fall. You must succeed at your choice of an Acrobatics check or a Reflex save, usually at the Climb DC. If you grab the edge or handhold, you can then Climb up using Athletics.

Critical Success You grab the edge or handhold, whether or not you have a hand free, typically by using a suitable held item to catch yourself (catching a doshko on a ledge, for example). You still take damage from the distance fallen so far, but you treat the fall as though it were 30 feet shorter.

Success If you have at least one hand free, you grab the edge or handhold, stopping your fall. You still take damage from the distance fallen so far, but you treat the fall as though it were 20 feet shorter. If you have no hands free, you continue to fall as if you had failed the check.

Critical Failure You continue to fall, and if you've fallen 20 feet or more before you use this reaction, you take 10 bludgeoning damage from the impact for every 20 feet fallen.

MOUNT ◆

MOVE

Requirements You're adjacent to a creature that is at least one size larger than you and is willing to be your mount.

You move onto the creature and ride it. If you're already mounted, you can instead use this action to dismount, moving off the mount into a space adjacent to it.

POINT OUT ◆

AUDITORY MANIPULATE VISUAL

Requirements A creature is undetected by one or more of your allies but isn't undetected by you.

You indicate a creature that you can see to one or more allies, gesturing in a direction and describing the distance verbally. That creature is hidden to your allies, rather than undetected (page 425–426). This works only for allies who can see you and are in a position where they could potentially detect the target. If your allies can't hear or understand you, they must succeed at a Perception check against the creature's Stealth DC or they misunderstand and believe the target is in a different location.

PUSH OFF ◆

MOVE

Requirements You have at least one hand or leg (or suitable appendage) free, and you're untethered.

You use as leverage an object or creature of the same size as you or larger to change the direction you're floating in. Float up to half your Speed in your chosen direction. The distance you move at the end of your turn while untethered changes to the amount you moved during this action.

You can Push Off as a free action immediately after you make a successful melee Strike or successfully Shove.

RAISE A SHIELD ◆

Requirements You're wielding a shield.

You position your shield to protect yourself. When you've Raised a Shield, you gain its listed circumstance bonus to AC. Your shield remains raised until the start of your next turn.

SUSTAIN ◆

CONCENTRATE

Choose one of your effects that has a sustained duration or lists a special benefit when you Sustain it. Most such effects come from spells or magic item activations. If the effect has a sustained duration, its duration extends until the end of your next turn. (Sustaining more than once in the same turn doesn't extend the duration to subsequent turns.) If an ability can be sustained but doesn't list how long, it can be sustained up to 10 minutes.

An effect might list an additional benefit that occurs if you Sustain it, and this can even appear on effects that don't have a sustained duration. If the effect has both a special benefit and a sustained duration, your Sustain action extends the duration as well as having the special benefit.

If your Sustain action is disrupted, the ability ends.

SWITCH HANDS ◆

You designate a pair of limbs as your active hands. You can only have one pair of hands designated as your active hands at a time.

MOVEMENT

Your movement and position determine how you interact with the world. Moving in exploration and downtime modes is relatively fluid. Movement in encounter mode follows additional rules explained in Tactical Movement (page 413). The rules below apply in all modes of play.

MOVEMENT TYPES

The majority of creatures have a Speed, which is how fast they can move across the ground.

There are other ways to move, such as through the air or underground. Each of these special movement types has its own Speed value. Many creatures have these Speeds naturally, such as a barathu having a fly Speed or a kalo having a swim Speed. The various types of movement are listed below. Since the Stride action can be used only with your normal Speed, moving using one of these movement types requires using a special action, and you can't Step while using one of these movement types. Speeds can be increased or decreased with item, circumstance, and status bonuses and penalties. Penalties can't reduce your Speeds below 5 feet unless stated otherwise.

Switching from one movement type to another requires ending your action that has the first movement type and using a new action that has the second movement type. For instance, if you Climbed 10 feet to the top of a cliff, you could then Stride forward 10 feet. In some cases, the GM might rule otherwise, especially if you're moving a very short distance using one of the types of movement.

SPEED

Most characters and monsters have a Speed statistic that indicates how quickly they can move on a solid surface. This statistic is referred to as land Speed when it's necessary to differentiate it from special Speeds.

When you use the Stride action, you move a number of feet equal to your Speed. Whenever a rule mentions your Speed without specifying a type, it's referring to your land Speed.

Hover: Some creatures, such as barathus, have a land Speed that represents how fast they can move while hovering within 5 feet of a solid surface. Hovering creatures don't count as flying but might be able to avoid certain types of difficult or hazardous terrain, at the GM's discretion.

BURROW SPEED

A burrow Speed lets you tunnel through solids. You can use the Burrow action (page 411) if you have a burrow Speed. Burrowing doesn't normally leave behind a tunnel unless the ability specifically states that it does. Most creatures need to hold their breath when burrowing, and they might need tremorsense (page 425) to navigate.

CLIMB SPEED

A climb Speed allows you to move up or down inclines and vertical surfaces. Most creatures need to succeed at Athletics checks to Climb, but if you have a climb Speed, you automatically succeed and move up to your climb Speed instead of the listed distance.

You might still have to attempt Athletics checks to Climb in hazardous conditions, to Climb extremely difficult surfaces, or to cross horizontal planes such as ceilings. You can also choose to roll an Athletics check to Climb rather than accept an automatic success in hopes of getting a critical success. Your climb Speed grants you a +4 circumstance bonus to Athletics checks to Climb.

If you have a climb Speed, you're not off-guard while you're climbing.

FLY SPEED

As long as you have a fly Speed, you can use the Fly (page 411) and Arrest a Fall actions (page 410). You can also attempt to Maneuver in Flight if you're trained in the Acrobatics skill.

Wind conditions can affect how you use the Fly action. In general, moving against the wind uses the same rules as moving through difficult terrain (or greater difficult terrain, if you're also flying upward), and moving with the wind allows you to move 10 feet for every 5 feet of movement you spend (not cumulative with moving straight downward). For more information on spending movement, see Tactical Movement on page 413.

Upward and downward movement are both relative to the gravity in your area; if you're in zero gravity, moving up or down is no different from moving horizontally.

SWIM SPEED

With a swim Speed, you can propel yourself through liquids with little impediment. Instead of attempting Athletics checks to Swim, you automatically succeed and move up to your swim Speed instead of the listed distance. Moving up or down is still moving through difficult terrain.

You might still have to attempt checks to Swim in hazardous conditions or to cross turbulent water. You can also choose to roll an Athletics check to Swim rather than accept an automatic success in hopes of getting a critical success. Your swim Speed grants you a +4 circumstance bonus to Athletics checks to Swim.

Having a swim Speed doesn't necessarily mean you can breathe in water, so you might still have to hold your breath if you're underwater to avoid drowning (page 429).

FALLING

If you fall more than 5 feet, when you land you take bludgeoning damage equal to half the distance you fell. Treat falls longer than 1,500 feet as though they were 1,500 feet (750 damage). If you take any damage from a fall, you land prone. You fall about 500 feet in the first round of falling and about 1,500 feet each round thereafter.

You can Grab an Edge as a reaction to reduce the damage from some falls (page 411), or Arrest a Fall if you have a fly Speed (page 410). In addition, if you fall into water, snow, or another relatively soft substance, you can treat the fall as though it were 20 feet shorter, or 30 feet shorter if you intentionally dove in. The effective reduction can't be greater than the depth (so when falling into 10-foot-deep water, you treat the fall as 10 feet shorter).

FALLING ON A CREATURE

If you land on a creature, that creature must attempt a DC 15 Reflex save. Intentionally aiming yourself to land on a creature after a long fall is almost impossible.

Critical Success The creature takes no damage.

Success The creature takes bludgeoning damage equal to one-quarter the falling damage you took.

Failure The creature takes bludgeoning damage equal to half the falling damage you took.

Critical Failure The creature takes the same amount of bludgeoning damage you took from the fall.

FALLING OBJECTS

A dropped object takes damage just like a falling creature. If the object lands on a creature, that creature can attempt a Reflex save using the same rules as for a creature falling on a creature. Hazards and spells that involve falling objects, such as a rock slide, have their own rules about how they interact with creatures and the damage they deal.

TACTICAL MOVEMENT

Your movement during encounter mode—and at other times where precise movement matters—depends on the actions and other abilities you use. Whether you Stride, Step, Swim, or Climb, the maximum distance you can move is based on your Speed. Certain augmentations, feats, or items can grant you other movement types, allowing you to swiftly burrow, climb, fly, or swim (page 412). Some abilities have the traversal trait (page 455), allowing you to substitute other forms of movement you have in place of the ability's Stride actions.

When the rules refer to a "movement cost" or "spending movement," they're describing how many feet of your Speed you must use to move from one point to another. Normally, movement costs the number of feet you're moving. However, sometimes it's harder to move a certain distance due to difficult terrain (page 415) or other factors. In such a case, you might have to spend a different amount of movement to move from one place to another.

GRID MOVEMENT

If an encounter involves combat, it's often a good idea to track the movement and relative position of the participants using a Starfinder Flip-Mat or some other form of grid to display the terrain and miniatures to represent the combatants. When a character moves on a grid, every 1-inch square of the play area is 5 feet across in the game world. Hence, a creature moving in a straight line spends 5 feet of its movement for every map square traveled. Difficult terrain, described on page 415, can make some squares cost more of your movement.

Diagonal Movement

Because moving diagonally covers more ground, you count that movement differently. The first square of diagonal movement you make in a turn counts as 5 feet, but the second counts as 10 feet, and your count thereafter alternates between the two. For example, as you move across 4 squares diagonally, you would count 5 feet, then 10, then 5, and then 10, for a total of 30 feet. You track your total diagonal movement across all your movement during your turn, but reset your count at the end of your turn. The diagram on page 415 shows an example.

3D Movement

Most movement in a game can be represented on a flat map. If creatures are flying, swimming, or otherwise moving through three-dimensional space, see the advice on page 429 under Special Battles.

SIZE, SPACE, AND REACH

Creatures and objects of different sizes occupy different amounts of space. The sizes and the spaces they each take up on a grid are listed in the Size and Reach table (see below). The table also lists the typical reach for creatures of each size, for both tall creatures (most bipeds) and long creatures (most quadrupeds). See page 418 for more about reach.

The Space entry lists how many feet on a side a creature's space is, so a Large creature fills a 10-foot-by-10-foot space, or 4 squares on the grid. (If you need to measure in three dimensions, their space is also 10 feet high.) Sometimes part of a creature extends beyond its space, such as if a sky fisher is grabbing you with its lasso filaments. In that case, the GM will usually allow attacking the extended portion, even if you can't reach the main creature.

SIZE AND REACH

Size	Space	Reach (Tall)	Reach (Long)
Tiny	Less than 5 feet	0 feet	0 feet
Small	5 feet	5 feet	5 feet
Medium	5 feet	5 feet	5 feet
Large	10 feet	10 feet	5 feet
Huge	15 feet	15 feet	10 feet
Gargantuan	20 feet or more	20 feet	15 feet

REACTIONS TO MOVEMENT

Some reactions and free actions are triggered by a creature using an action with the move trait. The most notable example is Reactive Strike (reproduced below). Actions with the move trait can trigger reactions or free actions throughout the course of the distance traveled. Each time you exit a square within a creature's reach, your movement triggers those reactions and free actions (although no more than once per move action for a given reacting creature). If you use a move action but don't move out of a square, the trigger instead happens at the end of that action or ability.

Some actions, such as Step, specifically state they don't trigger reactions or free actions based on movement.

REACTIVE STRIKE ↺

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

A Small or larger creature or object takes up at least 1 square on a grid, and creatures of these sizes can't usually share spaces except in situations like a character riding a mount.

Multiple Tiny creatures can occupy the same square. At least four can fit in a single square, though the GM might determine that even more can fit. Tiny creatures can share a space occupied by a larger creature as well. If a Tiny creature's reach is 0 feet, it must share a space with a creature in order to attack it.

MOVING THROUGH A CREATURE'S SPACE

You can move through the space of a willing creature. If you want to move through an unwilling creature's space, you can Tumble Through it (see Acrobatics on page 192). You can't end your turn in a square occupied by another creature, though you can end a move action in its square provided that you immediately use another move action to leave that square. If two creatures end up in the same square by accident, the GM determines which one is forced out of the square (or whether one falls prone).

Prone and Incapacitated Creatures

You can share a space with a prone creature if that creature is willing, unconscious, or dead and if it's your size or smaller. The GM might allow you to climb atop the corpse or unconscious body of a larger creature in some situations. A prone creature can't stand up while someone else occupies its space, but it can Crawl to a space where it's able to stand, or it can attempt to Shove the other creature out of the way.

Creatures of Different Sizes

In most cases, you can move through the space of a creature three sizes larger than you or larger. This means a Medium creature can move through the space of a Gargantuan creature and a Small creature can move through the space of a Huge or Gargantuan creature. Likewise, a bigger creature can move through the space of a creature three sizes smaller than itself or smaller. You still can't end your movement in a space occupied by a creature.

Tiny creatures are an exception, just like with sharing a space. They can move through creatures' spaces and can even end their movement there. Similarly, other creatures can move through and end their movement in a Tiny creature's space.

Objects

Because objects aren't as mobile as creatures are, they're more likely to fill a space. This means you can't always move through their spaces like you might move through a space occupied by a creature. You might be able to occupy the same square as a statue of your size, but not a wide column. The GM determines whether you can move into an object's square normally, whether special rules apply, or if you're unable to move into the square at all.

FORCED MOVEMENT

When an effect forces you to move, or if you start falling, the distance you move is defined by the effect that moved you, not by your Speed. Forced movement doesn't trigger reactions that are triggered by movement. Some common causes of forced movement include the Reposition and Shove actions of Athletics or the solarian's Stellar Rush feat. In the rare cases where it's unclear whether your movement is voluntary or forced, the GM makes the determination.

If forced movement would move you into a space you can't occupy—because objects are in the way or because you lack the movement type needed to reach it, for example—you stop moving in the last space you can occupy.

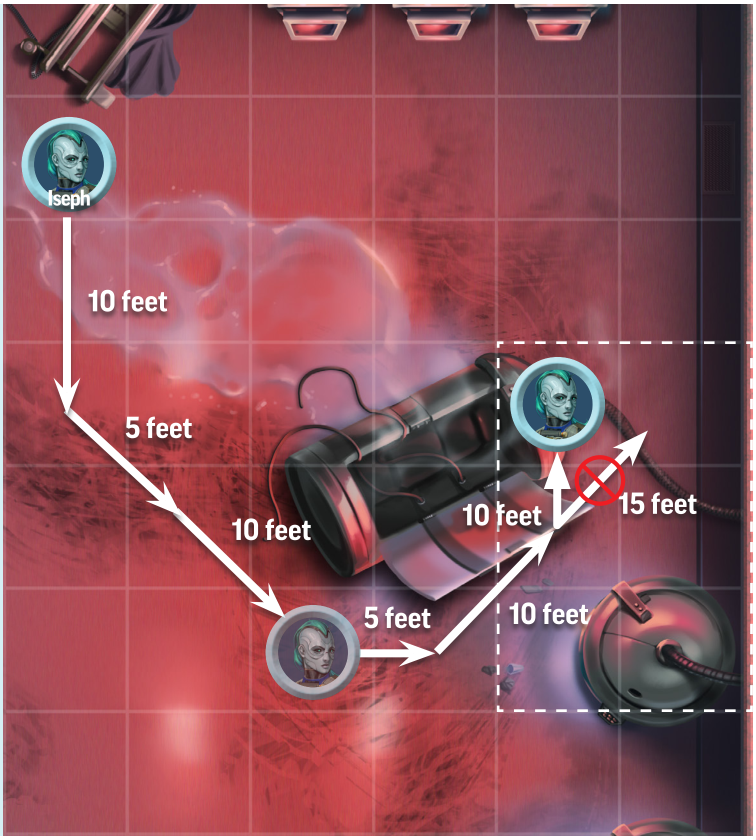
Usually the creature or effect forcing the movement chooses the path the victim takes. If you're pushed or pulled, you can usually be moved through hazardous terrain, pushed out of an airlock, or the like. Abilities that reposition you in some other way can't put you in such dangerous places unless they specify otherwise. In all cases, the GM makes the final call if there's doubt on where forced movement can move a creature.

Some abilities allow a creature to move while carrying another along with it. This is forced movement for the carried creature. Unless noted otherwise, they both move on the same path while this happens—the carrying creature

COUNTING MOVEMENT

Iseph decides to Stride. They have a Speed of 25 feet. Iseph moves straight south, spending 10 feet of their Speed, then diagonally, spending another 5 feet. Iseph's next diagonal move, because it's their second diagonal of the turn, costs 10 feet of movement. Iseph has spent all 25 feet of their Speed and ends that Stride.

Iseph Seeks, and a control panel catches their eye to the north, so they decide to move toward it. They spend 5 feet of their Speed to head east. However, the debris is difficult terrain, so each dotted square costs 5 more feet of Speed. Iseph moves diagonally, spending 10 feet of movement since this is an odd-numbered diagonal. They want to move northeast again, but that would cost them 15 feet (10 feet for an even-numbered diagonal and 5 more for being difficult terrain). Instead, Iseph decides to move directly north. This costs them 10 feet, so they've used all 25 feet of their Speed and are out of actions.



can't drag its victim through dangers while avoiding them itself, for example.

TERRAIN

Several types of terrain can complicate your movement by slowing you down, damaging you, or endangering you. Navigating these types of terrain can be challenging, but it can also let you get an advantage over your foes.

DIFFICULT TERRAIN

Difficult terrain is any terrain that impedes your movement, ranging from particularly rough or unstable surfaces to thick ground cover and countless other impediments. Moving into a square of **difficult terrain** (or moving 5 feet into or within an area of difficult terrain, if you're not using a grid) costs an extra 5 feet of movement. Moving into a square of **greater difficult terrain** instead costs 10 additional feet of movement. This additional cost isn't increased further when moving diagonally. You can't Step into difficult terrain.

Movement you make while jumping ignores the terrain you're jumping over. Some abilities (such as flight or being incorporeal) allow you to avoid the movement reduction from some types of difficult terrain.

Ignore Difficult Terrain

Certain abilities let you ignore difficult terrain. If you can ignore difficult terrain, you can also move through greater difficult terrain at the extra movement cost difficult terrain normally imposes. An ability doesn't let you entirely ignore greater difficult terrain unless the ability specifies otherwise.

HAZARDOUS TERRAIN

Hazardous terrain damages you whenever you move through it. An industrial acid vat, a pit of molten slag, and a field of razor-sharp grass on a strange planet are all examples of hazardous terrain. The amount and type of damage depend on the specific hazardous terrain.

NARROW SURFACES

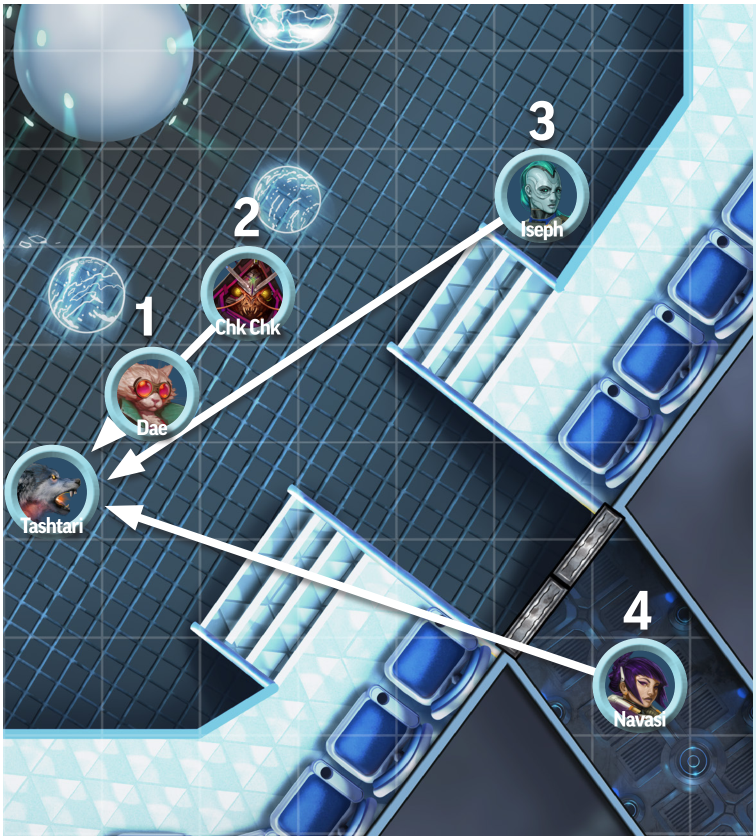
A narrow surface is so precariously thin that you need to Balance (see Acrobatics on page 192) or risk falling. Even on a success, you're off-guard on a narrow surface. Each time you are hit by an attack or fail a save on a narrow surface, you must succeed at a Reflex save (with the same DC as the Acrobatics check to Balance) or fall.

UNEVEN GROUND

Uneven ground is an area unsteady enough that you need to Balance (see Acrobatics on page 192) or risk falling prone and possibly injuring yourself, depending on the specifics of the uneven ground. You're off-guard on uneven ground. Each time you are hit by an attack or fail a save on uneven ground, you must succeed at a Reflex save (with the same DC as the Acrobatics check to Balance) or fall prone.

INCLINES

An incline is an area so steep that you need to Climb using



COVER

1. Dae and the tashtari don't have any cover from one another. The line from the center of Dae's space to the center of the tashtari's space doesn't pass through blocking terrain or other creatures.
2. The tashtari and Chk Chk have lesser cover from one another. The line between the centers of their spaces doesn't pass through any blocking terrain, but does pass through Dae's space.
3. The tashtari and Iseph have cover from one another. The line between the centers of their spaces crosses blocking terrain.
4. Navasi and the tashtari can barely see one another, but have cover from one another because the line between the centers of their spaces goes through blocking terrain. Because there's so much blocking terrain in the way, the GM will likely rule this is greater cover.

the Athletics skill in order to progress upward. You're off-guard when Climbing an incline.

COVER

When you're behind an obstacle that could block weapons, guard you against explosions, and make you harder to detect, you're behind cover. Standard cover gives you a +2 circumstance bonus to AC, to Reflex saves against area effects, and to Stealth checks to Hide, Sneak, or otherwise avoid detection. You can increase this to greater cover using the Take Cover basic action (page 410), increasing the circumstance bonus to +4. If cover is especially light, typically when it's provided by a creature, you have lesser cover, which grants a +1 circumstance bonus to AC. A creature with standard cover or greater cover can attempt to use Stealth to Hide, but lesser cover isn't sufficient.

Type of Cover	Bonus	Can Hide
Lesser	+1 to AC	No
Standard	+2 to AC, Reflex, Stealth	Yes
Greater	+4 to AC, Reflex, Stealth	Yes

Cover is relative, so you might simultaneously have cover against one creature and not another. Cover applies only if your path to the target is partially blocked. If a creature is entirely behind a wall or the like, you don't have line of effect (page 418) and typically can't target it at all.

Usually, the GM can quickly decide whether your target has cover. If you're uncertain or need to be more precise, draw a line from the center of your space to the center of the target's space. If that line passes through any terrain or object that would block the effect, the target has standard cover (or greater cover if the obstruction is extreme or the target has Taken Cover). If the line passes through a creature instead, the target has lesser cover. When measuring cover against an area effect, draw the line from the effect's point of origin to the center of the creature's space. See the diagram for examples.

COVER AND LARGE CREATURES

If a creature between you and a target is two or more sizes larger than both you and your target, that creature's space blocks the effect enough to provide standard cover instead of lesser cover. The GM might determine that a creature doesn't gain cover from terrain that it's significantly larger than. For example, a Huge robot probably wouldn't receive any benefit from being behind a 1-foot-wide pillar.

SPECIAL CIRCUMSTANCES

Your GM might allow you to overcome your target's cover in some situations. If you're right next to a narrow window, you can shoot without penalty, but you have greater cover against someone shooting back at you from far away. Your GM might let you reduce or negate cover by leaning around a corner to shoot or the like. This usually takes an action to set up, and the GM might measure cover from an edge or corner of your space instead of your center.

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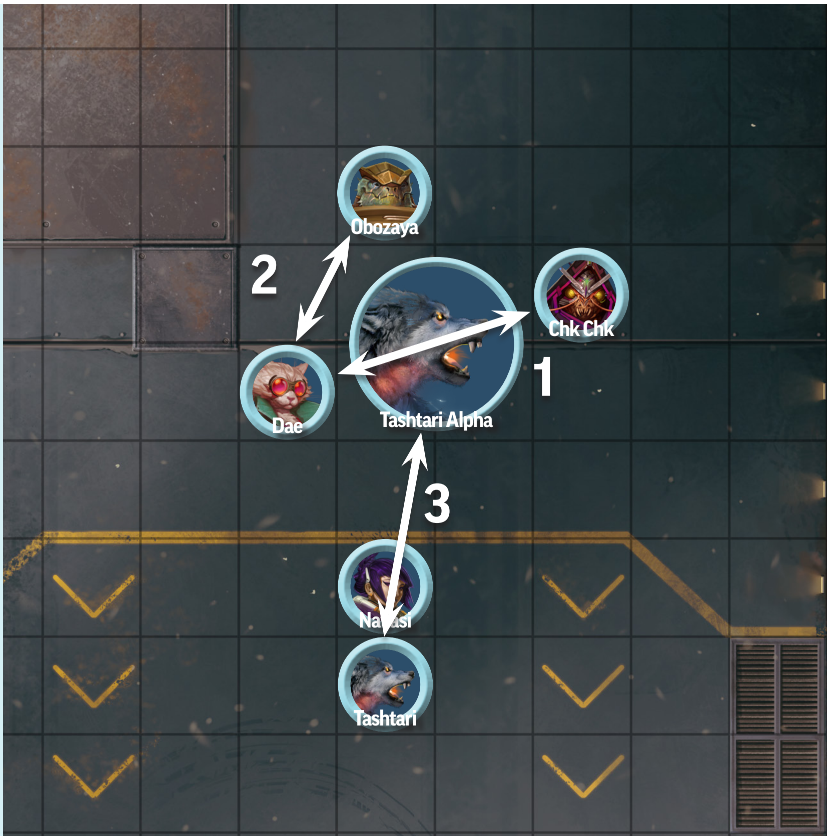
FLANKING

1. Chk Chk and Dae are flanking the tashtari alpha because they can draw a line to each other that passes through opposite sides of the tashtari's space. The tashtari is off-guard to them, taking a –2 circumstance penalty to its AC.
2. Obozaya isn't flanking the tashtari alpha because she can't draw a line to Chk Chk or Dae that passes through opposite sides of its space, and the tashtari alpha isn't in Navasi's reach.
3. The tashtari and the tashtari alpha flank Navasi since she's within reach for both, and they can draw a line between them that passes through opposite sides of her space. If the tashtari alpha didn't have 10 feet of reach, the two creatures wouldn't flank her.



FLANKING

When you and an ally are flanking a foe, it has a harder time defending against you. A creature is off-guard (taking a –2 circumstance penalty to AC) to melee attacks from creatures that are flanking it.

To flank a foe, you and your ally must be on opposite sides of the creature. A line drawn between the center of your space and the center of your ally's space must pass through opposite sides or opposite corners of the foe's space. Additionally, both you and the ally have to be able to act, you must be wielding melee weapons or be able to make an unarmed attack, you can't be under any effects that prevent you from attacking, and you must both have the enemy within reach. If you're wielding a reach weapon, you use your reach with that weapon for this purpose.

3D FLANKING

Though battle grids are often two-dimensional, the game world isn't! Sometimes you might need to visualize a creature's space as a cube for flanking. For instance, if Dae is positioned underneath a flying cloud ray while Navasi is flying above the cloud ray using her ultralight wings, they might be flanking it even if they're piled in an odd stack on your battle grid. And if Dae were riding an enercycle, they might be able to measure from farther off the ground than normal.

In these cases, it's usually best to have the GM make the call on who's flanking rather than trying to do meticulous measurements in three dimensions.

TINY CREATURES AND FLANKING

Tiny creatures usually have reach of 0 feet and need to be in a creature's space to attack it. This makes a Tiny creature unable to flank unless it's able to use a weapon with reach or has a melee unarmed attack with reach greater than 0 feet.

The GM might allow Tiny creatures to flank other Tiny creatures if they're all in the same square, but this is best left for special circumstances and uses the GM's best judgment.

AVOIDING FLANKING

Flanking is an excellent battle tactic that can cause the flanked creature to get hit much more often. Escaping and avoiding flanks can be crucial for a player character's survival.

Movement: The most straightforward means to escape a flank is usually to Stride. It's often worth it to avoid the hits you'd take due to being off-guard and to make enemies spend actions moving to catch you.

All-Around Vision: Some monsters are covered in eyes that face multiple directions or are otherwise hard to distract, making them immune to flanking.

EFFECTS

Anything you do in the game has an effect. Many of these outcomes are easy to adjudicate during the game. If you tell the GM that you draw your laser pistol, no check is needed. Other times, the specific effect requires more detailed rules governing how your choice is resolved.

Many spells, magic items, and feats create specific effects, and your character will be subject to effects caused by monsters, hazards, the environment, and other characters.

Effects sometimes require checks, but not always. Casting a *fly* spell on yourself creates an effect that allows you to soar through the air, but casting the spell doesn't require a check. Conversely, using the Intimidate skill to Demoralize a foe does require a check, and your result on that check determines the effect's outcome.

DURATION

Most effects are discrete, creating an instantaneous effect when you let the GM know what actions you're going to use. Firing a gun, moving to a new space, or taking something out of your pack all resolve instantly. Other effects instead last for a certain duration. Once the duration has elapsed, the effect ends. The rules generally use the following conventions for durations, though spells have some special durations detailed on page 300.

For an effect that lasts a number of rounds, the remaining duration decreases by 1 at the start of each turn of the creature that created the effect. Detrimental effects often last "until the end of the target's next turn" or "through" a number of their turns (such as "through the target's next 3 turns"), which means that the effect's duration decreases at the end of the creature's turn, rather than the start.

Instead of lasting a fixed number of rounds, a duration might end only when certain conditions are met (or cease to be true). If so, the effects last until those conditions are met.

Some effects can be ended early with the Dismiss action (page 411). An effect with the sustained duration lasts until the end of your next turn, but it can be extended as described in the Sustain action (page 411).

RANGE AND REACH

Abilities that generate an effect typically work within a specified range or a reach. Most spells and abilities list a **range**—the maximum distance from the creature or object creating the effect in which the effect can occur.

Ranged and thrown weapons have a **range increment**. Attacks with such weapons work normally up to that range. Attacks against targets beyond that range take a –2 penalty, which worsens by 2 for every additional multiple of that range, to a maximum of a –10 penalty after five additional range increments. Attacks beyond this range are not possible. For example, using a semi-auto pistol, your attacks take no penalty against a target up to 60 feet away, a –2 penalty if a target is over 60 and up to 120 feet away, a –4 if they're over 120 and up to 180 feet away, and so on, up to a maximum of 360 feet.

Reach is how far you can physically reach with your body or a weapon. Melee Strikes rely on reach. Your reach is typically 5 feet, but weapons with the reach trait can extend this. Larger creatures can have greater reach; for instance, a crest-eater has a 10-foot reach. Unlike with measuring most distances, 10-foot reach can reach 2 squares diagonally. Reach greater than 10 feet is measured normally: 20-foot reach can reach 3 squares diagonally, 30-foot reach can reach 4, and so on.

TARGETS

Some effects require you to choose specific targets. Targeting can be difficult or impossible if your chosen creature is undetected by you, if the creature doesn't match restrictions on who you can target, or if some other ability prevents it from being targeted.

Some effects require a target to be willing. Only you can decide whether your PC is willing, and the GM decides whether an NPC is willing. Even if you or your character don't know what the effect is, such as if your character is unconscious, you still decide if you're willing.

Some effects target or require an ally, or otherwise refer to an ally. This must be someone on your side, often another PC, but it might be a bystander you're trying to protect. You don't count as your own ally. If it isn't clear, the GM decides who counts as an ally or an enemy.

AREAS

Some effects occupy an area of a specified shape and size. An area effect always has a point of origin and extends out from that point. There are four types of areas: bursts, cones, emanations, and lines. See page 420 for details.

LINE OF EFFECT

When creating an effect, you usually need an unblocked

CONDITIONS

Some effects apply conditions to a creature or item. These change your state of being in some way. Conditions are persistent, lasting until the stated duration ends, the condition is removed, or terms dictated in the condition cause it to end. Full rules appear in the Conditions Appendix (pages 435–441).

Blinded: You're unable to see.
Broken: This item can't be used for its normal function until repaired.
Clumsy: You can't move as easily or gracefully as usual.
Concealed: Fog or similar obscuration makes you difficult to see and target.
Confused: You attack indiscriminately.
Controlled: Another creature determines your actions.
Dazzled: Everything is concealed to you.
Deafened: You're unable to hear.
Doomed: With your soul in peril, you're now closer to death.
Drained: Blood loss or something similar has leached your vitality.
Dying: You're slipping closer to death.
Encumbered: You're carrying more weight than you can manage.
Enfeebled: Your strength has been sapped away.
Fascinated: You're compelled to focus your attention on something.
Fatigued: Your defenses are lower, and you can't use exploration activities while traveling.
Fleeing: You must run away.
Friendly: An NPC with this condition has a good attitude toward you.
Frightened: Fear makes you less capable of attacking and defending.
Glitching: You or your technological equipment is seizing up or malfunctioning.
Grabbed: A creature, object, or magic holds you in place.
Helpful: An NPC with this condition wants to assist you.
Hidden: A creature you're hidden from knows your location but can't see you.
Hostile: An NPC with this condition wants to harm you.
Immobilized: You can't move.
Indifferent: An NPC with this condition doesn't have a strong opinion about you.
Invisible: Creatures can't see you.
Observed: You're in plain view.
Off-Guard: You're unable to defend yourself to your full capability.
Paralyzed: Your body is frozen in place.
Persistent Damage: You keep taking damage every round.
Petrified: You've been turned to stone.
Prone: You're lying on the ground and easier to attack.
Quickened: You get an extra action each turn.
Restrained: You're tied up and can't move, or a grappling creature has you pinned.
Sickened: You're sick to your stomach.
Slowed: You lose actions each turn.
Stunned: You can't use actions.
Stupefied: You can't access your full mental faculties, and you have trouble casting spells.
Suppressed: You're in a dangerous situation that forces you to act less efficiently.
Unconscious: You're asleep or knocked out.
Undetected: A creature you're undetected by doesn't know where you are.
Unfriendly: An NPC with this condition doesn't like you.
Unnoticed: A creature is entirely unaware you're present.
Untethered: You're floating in a zero-gravity environment without a means of movement.
Wounded: You've been brought back from the brink of death but haven't fully recovered.

path to the target of a spell, the origin point of an effect's area, or the place where you create something with a spell or other ability. This is called a line of effect. You have line of effect unless a creature is entirely behind a solid physical barrier. Visibility doesn't matter for line of effect, nor do chain link fences and other barriers that aren't totally solid. Usually a 1-foot-square gap is enough to maintain a line of effect, though the GM makes the final call.

In an area effect, creatures or targets must have line of effect to the point of origin to be affected. If there's no line of effect between the origin of the area and the target, the effect doesn't apply to that target. For example, if there's a solid wall between the origin of a *pocket vacuum* and a creature that's within the burst radius, the wall blocks the effect—that creature is unaffected by the *pocket vacuum* and doesn't need to attempt a save against it. Likewise, any ongoing effects created by an ability with an area cease to affect anyone who moves outside of the line of effect.

LINE OF SIGHT

Some effects require you to have line of sight to your target. As long as you can precisely sense the area (as described in Perception on page 424) and it isn't blocked by a solid barrier (as described in Cover on page 416), you have line of sight. An area of darkness prevents line of sight if you don't have darkvision, but metal gates and other obstacles that aren't totally solid don't. Usually a 1-foot-square gap is enough to maintain line of sight, though the GM makes the final call.

AREA

An area always has a point of origin and extends out from that point. There are four types of areas: bursts, cones, emanations, and lines. When you're playing in encounter mode and using a grid, areas are measured in the same way as movement (page 412), but areas' distances are never affected by difficult terrain. Standard or greater cover can apply against areas, but not lesser cover. You can use the diagrams on page 421 as common reference templates for areas. Many area effects describe only the effects on creatures in the area. The GM determines any effects to the environment and unattended objects.

BURST

A burst effect issues forth in all directions from a single corner of a square within the range of the effect, spreading in all directions to a specified radius. For instance, when you cast *corrosive haze*, it originates at the corner of a square within 120 feet of you and creates a 20-foot burst, meaning it extends out 20 feet in every direction from the corner of the square you chose, affecting each creature whose space (or even one square of its space) is within the burst.

CONE

A cone shoots out from you in a quarter circle on the grid. When you aim a cone, the first square of that cone must share an edge with your space if you're aiming orthogonally, or it must touch a corner of your space if you're aiming diagonally. If you're Large or larger, the first square can run along the edge of any square of your space. You can't aim a cone so that it overlaps your space. The cone extends out for a number of feet, widening as it goes, as shown in the Areas diagram. For instance, if you cast the *sonic scream* spell, you create a cone of painful vibrations that originates at the edge of one square of your space and affects a quarter-circle area 15 feet on each edge. If you make a cone originate elsewhere, use these same rules, with the first square of the cone using an edge or corner of that creature or object's space instead of your own.

EMANATION

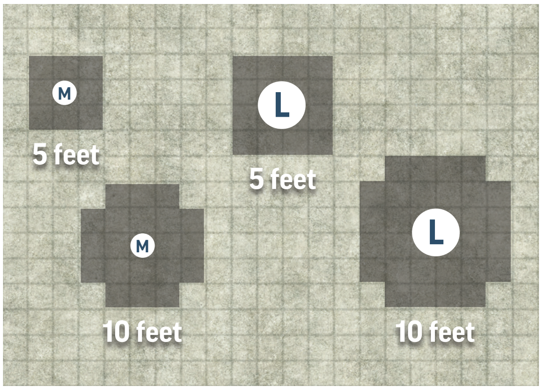
An emanation issues forth from each side of your space, extending out to a specified number of feet in all directions. For instance, the *overload systems* spell's emanation radiates 15 feet outward from the caster. Because the sides of a creature's space are the starting point for the emanation, an emanation from a Large or larger creature affects a greater overall area than that of a Medium or smaller creature. Unless the text states otherwise, the creature creating an emanation effect chooses whether the creature at its center is affected.

LINE

A line shoots forth from you, following a straight path in a direction of your choosing. The line affects each creature whose space it overlaps. Unless a line effect says otherwise, it's 5 feet wide. For example, the *time's edge* spell's area is a 60-foot line that's 5 feet wide.

AREAS

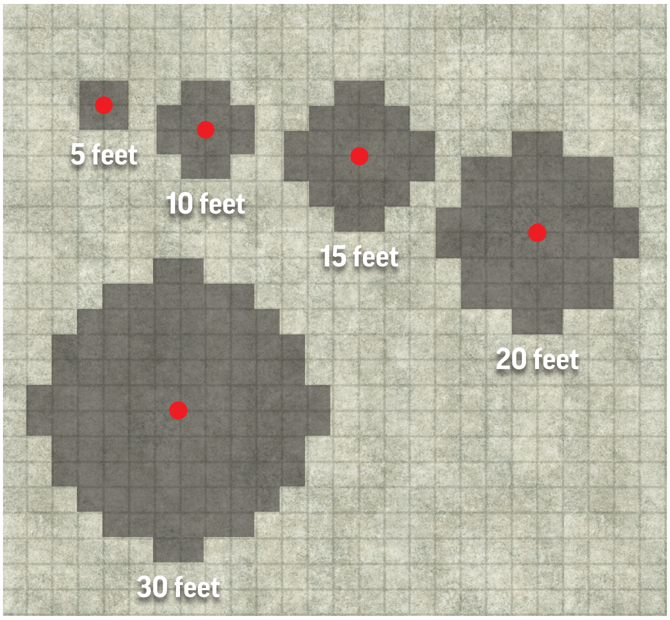
EMANATION


M
5 feet
L
5 feet
M
10 feet
L
10 feet

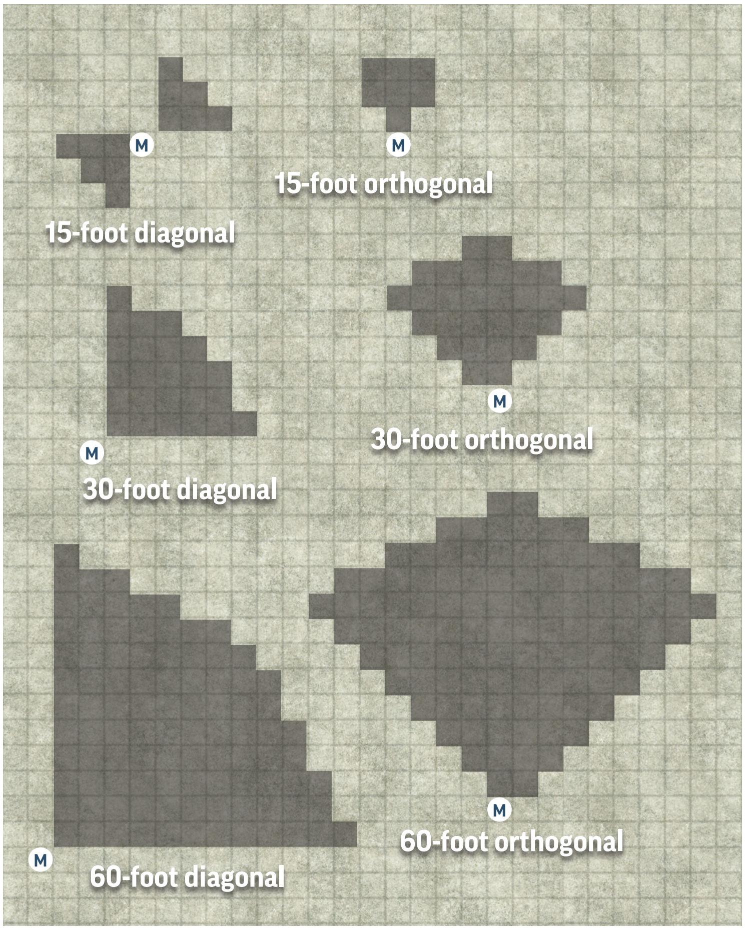
M Medium or Smaller Creature

L Large Creature

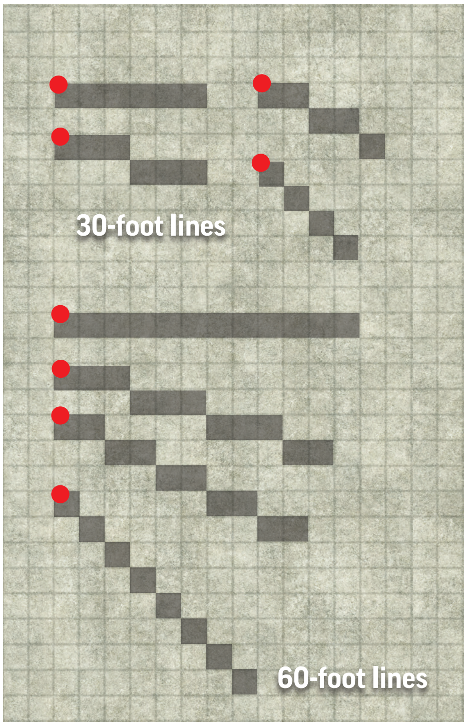
BURST


5 feet
10 feet
15 feet
20 feet
30 feet

CONE


M
15-foot diagonal
M
15-foot orthogonal
M
30-foot diagonal
M
30-foot orthogonal
M
60-foot diagonal
M
60-foot orthogonal

LINE


30-foot lines
60-foot lines

AFFLICTIONS

Diseases and poisons are types of afflictions, as are curses and radiation. An affliction can infect a creature for a long time, progressing through different and often increasingly debilitating stages.

FORMAT

Whether appearing in a spell, as an item, or within a creature's stat block, afflictions appear in the following format.

NAME AND TRAITS

The affliction's name is given first, followed by its traits in parentheses—including the trait for the type of affliction (curse, disease, poison, and so forth). If the affliction needs to have a level specified, it follows the parentheses, followed by any unusual details, such as restrictions on removing the conditions imposed by an affliction. If no level is listed, the affliction matches the level of the creature, hazard, or item causing the affliction.

SAVING THROW

When you're first exposed to the affliction, you must attempt a saving throw against it. This first attempt to stave off the affliction is called the initial save. An affliction usually requires a Fortitude save, but the exact save and its DC are listed after the name and type of affliction. Spells that can cause an affliction typically use the caster's spell DC.

On a successful initial saving throw, you're unaffected by that exposure to the affliction. You don't need to attempt further saving throws against it unless you're exposed to the affliction again.

If you fail the initial saving throw, you advance to stage 1 of the affliction and are subjected to the listed effect. On a critical failure, after its onset period (if applicable), you advance to stage 2 of the affliction and are subjected to that effect instead.

ONSET

Some afflictions have onset times. For these afflictions, once you fail your initial save, you don't gain the effects for the first stage of the affliction until the onset time has elapsed. If this entry is absent, you gain the effects for the first stage (or the second stage on a critical failure) immediately upon failing the initial saving throw.

MAXIMUM DURATION

If an affliction lasts only a limited amount of time, it lists a maximum duration. Once this duration passes, the affliction ends. Otherwise, it lasts until you succeed at enough saves to recover, as described in Stages below.

STAGES

An affliction typically has multiple stages, each of which lists an effect followed by an interval in parentheses. When you reach a given stage of an affliction, you're subjected to the effects listed for that stage.

At the end of a stage's listed interval, you must attempt a new saving throw. On a success, you reduce the stage by 1; on a critical success, you reduce the stage by 2. You're then subjected to the effects of the new stage. If the affliction's stage is ever reduced below stage 1, the affliction ends and you don't need to attempt further saves unless you're exposed to the affliction again.

On a failure, the stage increases by 1; on a critical failure, the stage increases by 2. You're then subjected to the effects listed for the new stage. If a failure or critical failure would increase the stage beyond the highest listed stage, the affliction instead repeats the effects of the highest stage.

DAMAGE AND CONDITIONS

Any damage listed for a stage happens immediately when you reach that stage. Conditions affect you when you reach the stage and last for their normal duration. For instance, if you were drained for an affliction with a maximum duration of 5 minutes, you remain drained after the affliction ends, as normal for the drained condition. A condition that automatically changes its value or ends under certain circumstances, like frightened, still does so. Any condition that doesn't have a default duration, such as clumsy or paralyzed, lasts as long as you're at that stage unless noted otherwise, as do any penalties or any other effect of the stage that doesn't list a duration.

MULTIPLE EXPOSURES

Multiple exposures to the same curse or disease currently affecting you have no effect. For a poison, however, failing the initial saving throw against a new exposure increases the stage by 1 (or by 2 if you critically fail) without affecting the maximum duration. This is true even if you're within the poison's onset period, though it doesn't change the onset length. If the poison doesn't have an onset time or it's already elapsed, you're immediately subject to the effects of the new stage.

VIRULENT AFFLICTIONS

Afflictions with the virulent trait are harder to remove. You must succeed at two consecutive saves to reduce a virulent affliction's stage by 1. A critical success reduces a virulent affliction's stage by only 1 instead of by 2.

AFFLICTION EXAMPLE

To see how a disease works, let's look at severe radiation sickness.

Severe Radiation Sickness (disease) Exposure to severe radiation causes fatigue and nausea. You can't reduce your sickened condition while affected by severe radiation sickness; **Saving Throw** DC 22 Fortitude; **Onset** 4 hours; **Stage 1** 2d6 poison damage and sickened 1 (1 hour); **Stage 2** 2d6 poison damage and sickened 2 (1 hour); **Stage 3** 2d8 poison damage and sickened 3 (1 hour)

If something like a leaky reactor exposed you to severe radiation sickness, you would attempt an initial Fortitude save against the listed DC of 22. If you fail, you advance to stage 1. Because of the onset time, nothing happens for 4 hours, but once this time passes, you take 2d6 poison damage and become sickened 1. As noted, you're unable to reduce the sickened condition. The interval of stage 1 is 1 hour (as shown in parentheses), so you attempt a new save after 1 hour passes. If you succeed, you reduce the stage by 1, recovering from the disease. If you fail again, the stage increases by 1 to stage 2, and you take 2d6 poison damage and become sickened 2.

If your initial save against the radiation sickness was a critical failure, after the onset time, you would advance directly to stage 2. After the 4-hour onset time, you would take 2d6 poison damage and become sickened 2. Succeeding at your second save would reduce the stage by 1 to stage 1, and you'd take another 2d6 poison damage. Failing the second save would increase by 1 again to stage 3.

If you reach stage 3 of the disease, either by failing while at stage 2 or critically failing while at stage 1, you'd take 2d8 poison damage and be sickened 3. If you failed or critically failed your saving throw while at stage 3, you would repeat the effects of stage 3.

Since the disease has no maximum duration, you probably should seek magical or medical aid to help you recover—and find a way to fix that reactor!

REMOVING AFFLICTIONS

Apart from waiting them out, afflictions can be removed through certain uses of the skills and spells. The Treat Disease and Treat Poison uses of Medicine are commonly used to treat those afflictions.

The *cleanse affliction* spell is also available to most spellcasters. Spells that counteract conditions at the source, such as *sound body*, can also be effective against diseases and poisons that cause those conditions.

Curses are trickier, requiring solutions that specifically mention them, such as a 4th-rank *cleanse affliction* or the Break Curse skill feat.

COUNTERACTING

Some effects try to counteract spells, afflictions, conditions, or other effects. Counteract checks compare the power of two forces and determine which defeats the other. Successfully counteracting an effect disrupts it (page 407), preventing it from having any effect, unless noted otherwise.

When attempting a counteract check, add the relevant skill modifier or other appropriate modifier to your check against the target's DC. If you're counteracting an affliction, the DC is in the affliction's stat block. If it's a spell, use the caster's DC. The GM can also calculate a DC based on the target effect's level. For spells, the counteract check modifier is your spellcasting attribute modifier plus your spellcasting proficiency bonus, plus any bonuses and penalties that specifically apply to counteract checks.

What you can counteract depends on the check result and the target's counteract rank. If an effect is a spell, its rank is the counteract rank. Otherwise, halve its level and round up to determine its counteract rank (minimum counteract rank 0). If an effect's level is unclear and it came from a creature, halve and round up the creature's level.

Critical Success Counteract the target if its counteract rank is no more than 3 higher than your effect's counteract rank.

Success Counteract the target if its counteract rank is no more than 1 higher than your effect's counteract rank.

Failure Counteract the target if its counteract rank is lower than your effect's counteract rank.

Critical Failure You fail to counteract the target.

Counteract Table

This table provides a reference for what an effect can counteract based on its rank and the check result. The first number in each column is the counteract rank at which you can counteract an effect based on your degree of success. The numbers in parentheses are the typical level range corresponding to that rank.

Counteract Rank	Failure	Critical Success	Success
0	–	1 (1 to 2)	3 (5 to 6)
1	0 (–1 to 0)	2 (3 to 4)	4 (7 to 8)
2	1 (1 to 2)	3 (5 to 6)	5 (9 to 10)
3	2 (3 to 4)	4 (7 to 8)	6 (11 to 12)
4	3 (5 to 6)	5 (9 to 10)	7 (13 to 14)
5	4 (7 to 8)	6 (11 to 12)	8 (15 to 16)
6	5 (9 to 10)	7 (13 to 14)	9 (17 to 18)
7	6 (11 to 12)	8 (15 to 16)	10 (19 to 20)
8	7 (13 to 14)	9 (17 to 18)	11 (21 to 22)
9	8 (15 to 16)	10 (19 to 20)	12 (23 to 24)
10	9 (17 to 18)	11 (21 to 22)	13 (25 to 26)

PERCEPTION AND DETECTION

Your Perception measures your ability to notice things, search for what's hidden, and tell whether something about a situation is suspicious.

Perception is frequently used for rolling initiative in an encounter, and for the Seek action. See page 396 for the procedure for rolling a Perception check.

LIGHT

There are three levels of light: bright light, dim light, and darkness. The rules in this book assume that all creatures are in bright light unless otherwise noted. A source of light lists the radius in which it sheds bright light, and it sheds dim light to double that radius.

BRIGHT LIGHT

In bright light, such as sunlight, creatures and objects can be observed clearly by anyone with average vision or better.

DIM LIGHT

Areas in shadow or lit by weak light sources are in dim light. Creatures and objects in dim light have the concealed condition, unless the seeker has darkvision or low-light vision (page 425), or a precise sense other than vision.

DARKNESS

A creature or object within darkness is hidden or undetected unless the seeker has darkvision or a precise sense other than vision. A creature without darkvision or another means of perceiving in darkness has the blinded condition while in darkness, though it might be able to see illuminated areas beyond the darkness. If a creature can see into an illuminated area, it can observe creatures within that illuminated area normally. After being in darkness, sudden exposure to bright light might make you dazzled for a short time, as determined by the GM.

SENSES

The ways a creature can use Perception depend on what senses it has. The primary concepts you need to know for understanding senses are precise senses, imprecise senses, and the three states of detection a target can be in: observed, hidden, or undetected. Vision, hearing, and scent are three prominent senses, but each has a different degree of acuity.

PRECISE SENSES

Average vision is a precise sense—a sense that can be used to perceive the world in nuanced detail. The only way to target a creature without having drawbacks is to use a precise sense. You can usually detect a creature automatically with a precise sense unless that creature is hiding or obscured by the environment, in which case you can use the Seek basic action to better detect the creature.

IMPRECISE SENSES

Average hearing is an imprecise sense—it can't detect the full range of detail that a precise sense can. You can usually sense a creature automatically with an imprecise sense, but it has the hidden condition instead of the observed condition. It might be undetected by you if it's using Stealth or in an environment that distorts the sense, such as a noisy room in the case of hearing. In those cases, you have to use the Seek basic action to detect the creature. At best, an imprecise sense can be used to make an undetected creature (or one you didn't even know was there) merely hidden—it can't make the creature observed.

VAGUE SENSES

A character also has many vague senses—ones that can alert you that something is there but aren't useful for zeroing in on it to determine exactly what it is. The most useful of these for a typical character is the sense of smell. At best, a vague sense can be used to detect the presence of an unnoticed creature, making it undetected. Even then, the vague sense isn't sufficient to make the creature hidden or observed.

When one creature might detect another, the GM almost always uses the most precise sense available.

SPECIAL SENSES

While a human might have a difficult time making creatures out in dim light, an android can see those creatures just fine. And though androids have no problem seeing on a dimly lit street, their vision can't penetrate complete darkness, whereas a pahtra's can. Special senses allow a creature to ignore or reduce the effects of the undetected, hidden, or concealed conditions (described on pages 425–426) when it comes to situations that foil average vision.

DARKVISION AND GREATER DARKVISION

A creature with darkvision or greater darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A creature with greater darkvision, however, can see through even these forms of magical darkness.

LOW-LIGHT VISION

A creature with low-light vision can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

SCENT

Scent involves sensing creatures or objects by smell, and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma. If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

TREMORSENSE

Tremorsense allows a creature to feel the vibrations through a solid surface caused by movement. It's usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the detecting creature is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

DETECTING CREATURES

Three conditions measure the degree to which you can sense a creature: observed, hidden, and undetected. However, the concealed and invisible conditions can partially mask a creature, and the unnoticed condition indicates you have no idea a creature is around. You can find these conditions in the Conditions Appendix on pages 435–441.

With the exception of invisible, these conditions are relative to the viewer—it's possible for a creature to be observed to you but hidden from your ally. Most of these rules apply to objects as well as creatures.

Typically, the GM tracks how well creatures detect each other since neither party has perfect information. For example, you might think a creature is in the last place you sensed it, but it was able to Sneak away. Or you might think a creature can't see you in the dark, but it has darkvision.

You can attempt to avoid detection by using the Stealth skill (page 207) to Avoid Notice, Hide, or Sneak, or by using Deception to Create a Diversion (page 198).

OBSERVED

In most circumstances, you can sense creatures without difficulty and target them normally. Creatures in this state are observed. Observing requires a precise sense, which for most creatures means sight. If you can't observe the creature, it's either hidden, undetected, or unnoticed, and you'll need to factor in the targeting restrictions. Even if a creature is observed, it might still be concealed.

DETECTING WITH OTHER SENSES

Most abilities that designate "a creature you can see" or the like function just as well if the user can precisely sense the subject with a different sense. If a monster uses a sense other than vision, the GM can adapt ways of avoiding detection that work with the monster's senses. For example, a creature that has echolocation might use hearing as a primary sense. This could mean its quarry is concealed in a noisy chamber, hidden in a great enough din, or invisible under a *silence* spell.

Using Stealth with Other Senses

The Stealth skill is designed to use Hide for avoiding visual detection and Avoid Notice and Sneak to avoid being both seen and heard. For many special senses, a player can describe how they're avoiding detection by that special sense and use the most applicable Stealth action. For instance, a creature stepping lightly to avoid being detected via tremorsense would be using Sneak.

In some cases, rolling a Dexterity-based Stealth skill check to Sneak doesn't make the most sense. For example, a PC trying to avoid being detected by a creature that senses heartbeats might meditate to slow their heart rate, using Wisdom instead of Dexterity for their Stealth check. When a creature could detect you using multiple different senses, use your lowest applicable attribute modifier.

HIDDEN

A creature that's hidden is only barely perceptible. You only know what space it occupies. Perhaps the creature just used the Hide action. Your target might be behind some obstruction, where you can see some movement but can't determine an exact location. Maybe you've been blinded or the creature is invisible, but you used the Seek basic action to determine its general location based on hearing alone. Regardless of the specifics, you're off-guard to a hidden creature.

When targeting a hidden creature, before you roll to determine your effect, you must attempt a DC 11 flat check. If you fail, you don't affect the creature, though the actions you used are still expended—as well as any spell slots, costs, and other resources. You remain off-guard to the creature, whether you successfully target it or not.

UNDETECTED

If a creature is undetected, you don't know what space it occupies and you're off-guard to it. The Seek basic action can help you find an undetected creature, usually making it hidden from you instead of undetected. If a creature is undetected, that doesn't mean you're unaware of its presence—you might suspect an undetected creature is nearby. The unnoticed condition covers creatures you're unaware of.

Targeting an undetected creature is difficult. If you suspect there's a creature around, you can pick a square and attempt an attack. This works like targeting a hidden creature, but the flat check and attack roll are both rolled in secret by the GM. The GM won't tell you why you missed—whether it was due to failing the flat check, rolling an insufficient attack roll, or choosing the wrong square. The GM might allow you to try targeting an undetected creature with some spells or other abilities in a similar fashion. Undetected creatures are subject to area effects normally.

For instance, suppose an enemy witchwarper cast *invisibility* and then Sneaked away. You suspect that with the witchwarper's Speed of 25 feet, they probably moved 15 feet toward an open door. You move up and attack a space 15 feet from where the witchwarper started and directly on the path to the door. The GM secretly rolls an attack roll and flat check, but they know that you weren't quite correct—your foe was actually in the adjacent space! The GM tells you that you missed, so you decide to make your next attack on the adjacent space, just in case. This time, it's the right space, and the GM's secret attack roll and flat check both succeed, so you hit!

UNNOTICED

If you have no idea a creature is even present, that creature is unnoticed by you. A creature that's undetected might also be unnoticed. This condition usually matters for abilities that can be used only against targets totally unaware of your presence.

CONCEALED

A concealed creature is in mist, within dim light, or amid something else that obscures sight but isn't a physical barrier. When you target a creature that's concealed from you, you must attempt a DC 5 flat check before you roll to determine your effect. If you fail, you don't affect the target. The concealed condition doesn't change which of the main categories of detection apply. A creature in a light fog bank is still observed even though it's concealed.

INVISIBLE

A creature with the invisible condition (by way of an *invisibility* spell, for example) is automatically undetected to any creatures relying on sight as their only precise sense. Precise senses other than sight ignore the invisible condition. You can Seek (page 409) to attempt to figure out an invisible creature's location, making it only hidden from you. This lasts until the invisible creature successfully uses Sneak to become undetected again. If you're already observing a creature when it becomes invisible, it starts out hidden since you know where it was, though it can then Sneak to become undetected.

Other effects might partially foil invisibility. For instance, if you were tracking an invisible creature's footprints through the snow, the footprints would make it hidden. Throwing a net over an invisible creature would make it observed but concealed for as long as the net is on it.

ENCOUNTER MODE

When every individual action counts, you enter the encounter mode of play. In this mode, time is divided into rounds, each of which is 6 seconds of time in the game world. Every round, each participant takes a turn in an established order. During your turn, you can use actions, and depending on the details of the encounter, you might have the opportunity to use reactions and free actions on your own turn and on others' turns.

STRUCTURE

An encounter is played out in a series of rounds, during which the player characters, adversaries, and other participants in the encounter act in sequence. You roll initiative to determine this order at the start of the encounter and then play through rounds until a conclusion is reached and the encounter ends. The rules in this section assume a combat encounter—a battle—but the general structure can apply to any kind of encounter. Other types of encounters, like social encounters, might use longer rounds or have other modifications to the basic structure.

STEP 1: ROLL INITIATIVE

When the GM calls for it, you'll roll initiative to determine your place in the initiative order, which is the sequence in which the encounter's participants will take their turns. Rolling initiative marks the start of an encounter. More often than not, you'll roll initiative when you enter a battle.

Typically, you'll roll a Perception check to determine your initiative—the more aware you are of your surroundings, the more quickly you can respond. Sometimes, though, the GM might call on you to roll some other type of check. For instance, if you were Avoiding Notice during exploration (page 430), you'd roll a Stealth check. A social encounter could call for a Deception or Diplomacy check. In most cases, you can still use Perception if you prefer.

The GM rolls initiative for anyone other than the player characters in the encounter. If these include a number of identical creatures, the GM could roll once for the group as a whole and have them take their turns within the group in any order. However, this can make battles less predictable and more dangerous, so the GM might want to roll initiative for some or all creatures individually unless it's too much of a burden.

Unlike a check, where the result is compared to a DC, the results of initiative rolls are ranked. This ranking sets the order in which the encounter's participants act—the initiative order. The character with the highest result goes first. The second highest follows, and so on until whoever had the lowest result takes their turn last.

If your result is tied with an enemy's result, the enemy goes first. If your result is tied with another PC's, you can decide between yourselves who goes first when you reach that place in the initiative order. After that, your places in the initiative order usually don't change during the encounter. (But see the Delay basic action on page 408.)

STEP 2: PLAY A ROUND

A round begins when the participant with the highest initiative roll result starts their turn, and it ends when the one with the lowest initiative ends their turn. The process of taking a turn is detailed below. Creatures might also act outside their turns with reactions and free actions.

STEP 3: BEGIN THE NEXT ROUND

Once everyone in the encounter has taken a turn, the round is over and the next one begins. Don't roll initiative again; the new round proceeds in the same order as the previous one, repeating the cycle until the encounter ends.

STEP 4: END THE ENCOUNTER

When your foes are defeated, some sort of truce is reached, or some other event or circumstance ends the combat, the encounter is over. You and the other participants no longer follow the initiative order, and a more free-form style of play resumes, with the game typically moving into exploration mode. Sometimes, at the end of an encounter, the GM will award Experience Points to the party or you'll find treasure to divvy up.

TURNS

When it's your turn to act, you can use single actions (◆), short activities (◆◆ and ◆◆◆), reactions (⤾), and free actions (◇). When you're finished, your turn ends and the character next in the initiative order begins their turn. Sometimes it's important to note when during your turn something happens, so a turn is divided into three steps.

STEP 1: START YOUR TURN

Many things happen automatically at the start of your turn—it's a common point for tracking the passage of time for effects that last multiple rounds. At the start of each of your turns, take these steps in any order you choose.

- If you created an effect lasting for a certain number of rounds, reduce the number of rounds remaining by 1. The effect ends if the duration is reduced to 0. For example, if you cast a spell that lasts 3 rounds on yourself during

TRACKING INITIATIVE

The GM keeps track of the initiative order for an encounter. It's usually okay for the players to know this order since they'll see who goes when and be aware of one another's results. However, the GM might want to conceal information about adversaries the PCs have yet to detect or identify.

Once the encounter's order is set, it's usually not necessary to track the original initiative numbers. The GM can create a simple list, use a series of cards or other indicators, or use a *Starfinder Combat Pad*, which has magnetic markers to allow for easily rearranging the order.

Changing the Initiative Order

Any method used to track the initiative order needs to be flexible because the order can change. A creature can use the Delay basic action to change its place in the order, in which case you can erase it from the list or pull its marker aside until it reenters the initiative order. When a creature gets knocked out, its initiative order also changes (page 402). Using the Ready basic action doesn't change a creature's place in the initiative order, though, because the designated action becomes a reaction.

your first turn of a fight, it would affect you during that turn, decrease to 2 rounds of duration at the start of your second turn, decrease to 1 round of duration at the start of your third turn, and expire at the start of your fourth turn.
- You can use 1 free action or reaction with a trigger of "Your turn begins" or something similar.
- If you're dying, roll a recovery check (page 403).
- Do anything else that's specified to happen at the start of your turn, such as regaining Hit Points from fast healing or regeneration.

The last step of starting your turn is always the same.
- Regain your 3 actions and 1 reaction. If you haven't spent your reaction from your last turn, you lose it—you can't "save" actions or reactions from one turn to use during the next turn. Some abilities or conditions (such as quickened, slowed, and stunned) can change how many actions you regain and whether you regain your reaction. (Details on gaining and losing actions are on page 439.)

STEP 2: ACT

You can use actions in any order you wish during your turn, but you have to complete one action or activity before beginning another; for example, you can't use a single action in the middle of performing a 2-action activity. What actions you can use often depend on your class features, skills, feats, and items, but there are default actions anyone can use, described in Basic Actions on page 408. Some effects might prevent you from acting. If you can't act, you can't use any actions, including reactions and free actions.

If you begin a 2-action or 3-action activity on your turn, you must be able to complete it on your turn. You can't, for example, begin to High Jump using your final action on one turn and then complete it as your first action on your next turn.

Once you've spent all three of your actions, your turn ends (as described in Step 3) and the next creature's turn begins. You can choose to end your turn early, losing all remaining actions (but not your reaction).

STEP 3: END YOUR TURN

Once you've done all the things you want to do with the actions you have available, you reach the end of your turn. Take the following steps in any order you choose. Play then proceeds to the next creature in the initiative order.
- End any effects that last until the end of your turn. For example, spells with a sustained duration end at the end of your turn unless you used the Sustain a Spell action during your turn to extend them. Some effects caused by enemies might also last through a certain number of your turns, and you decrease the remaining duration by 1 during this step, ending the effect if its duration is reduced to 0.
- If you have a persistent damage condition, you take the damage at this point. After you take the damage, you can attempt the flat check to end the persistent damage. You then attempt any saving throws for ongoing afflictions. Many other conditions change at the end of your turn, such as the frightened condition decreasing in severity. These take place after you've taken any persistent damage, attempted flat checks to end the persistent damage, and attempted saves against any afflictions.
- You can use 1 free action or reaction with a trigger of "Your turn ends" or something similar.
- Resolve anything else specified to happen at the end of your turn.

ACTIVITIES IN ENCOUNTERS

Activities that take longer than a turn can't normally be performed during an encounter. Spells with a casting time of 1 minute or more are a common example, as are several skill actions. When you commit to an activity during your turn in an encounter, you commit to spending all of the actions it requires. If the activity gets interrupted partway through, you lose all of the actions you would've spent on that activity. Activities are described on page 406.

REACTIONS IN ENCOUNTERS

Your reactions let you respond immediately to what's happening around you. The GM determines whether you can use reactions before your first turn begins, depending on the situation in which the encounter happens. Once your first turn begins, you gain your actions and reaction. You gain 1 reaction per round. You can use a reaction on anyone's turn (including your own), but only when its trigger occurs. If you don't use your reaction, you lose it at the start of your next turn, though you typically then gain a reaction at the start of that turn.

SPECIAL BATTLES

MOUNTED COMBAT

You can ride some creatures into combat. As noted in the Mount specialty basic action (page 411), your mount needs to be willing and at least one size larger than you. Your mount acts on your initiative. You must use the Command an Animal action (page 202) to get your mount to spend its actions. If you don't, the animal wastes its actions. If you have the Ride general feat, you succeed automatically when you Command an Animal that's your mount.

For example, if you're mounted on an animal and you make three attacks, your mount would remain stationary since you didn't command it. If you instead spent your first action to Command an Animal and succeeded, you could get your mount to Stride. You could spend your next action to attack or to command the mount to attack, but not both.

Mounted Attacks

You and your mount fight as a unit. Consequently, you share a multiple attack penalty. For example, if you Strike and then Command an Animal to have your mount Strike, your mount's attack takes a –5 multiple attack penalty.

You occupy every square of your mount's space for the purpose of making attacks. If you were a Medium creature on a Large mount, you could attack a creature on one side of your mount, then attack on the opposite side. On a Medium or smaller mount, use the normal reach of an attack. On a Large or Huge mount, you can attack any square adjacent to the mount if you have 5- or 10-foot reach, or any square within 10 feet of the mount (including diagonally) if you have 15-foot reach. Use the adjusted reach for determining flanking and other rules that depend on reach.

Mounted Defenses

Attackers can target either you or your mount. An area effect affects both of you as long as you're both in the area. You're in an attacker's reach or range if any square of your mount is within reach or range. Because your mount is larger than you and you share its space, you have lesser cover against attacks targeting you when you're mounted if the mount would be in the way (as determined by the GM).

Because you can't move your body as freely while you're riding a mount, you take a –2 circumstance penalty to Reflex saves while mounted. Additionally, the only move action you can use is the Mount action to dismount.

AERIAL COMBAT

Many monsters can fly, and PCs can use spells and items to gain the ability to fly. Flying creatures have to use the Fly action (page 411) to move through the air. Performing an especially tricky maneuver might require using Acrobatics to Maneuver in Flight. Creatures might fall from the sky, using the falling rules found on page 413. At the GM's discretion, some ground-based actions might not work in the air. For instance, a flying creature couldn't Leap.

THREE-DIMENSIONAL COMBAT

In aerial and aquatic combat, you might need to track positioning in three dimensions. For flying creatures, you might use one of the following methods.

- Find platforms to place flying creatures' miniatures on.
- Set a die next to a creature with the number indicating how many squares up in the air it is.
- Make a stack of dice or tokens, 1 per 5 feet of elevation.
- Write the elevation next to the monster on the grid.

In underwater combat, choose a plane to be the baseline, typically the waterline, the sea floor, or a stationary object you can measure from.

As with ground-based movement, moving diagonally up or down in 3-D space requires counting every other diagonal as 10 feet. Measure flanking in all directions—creatures above and below an enemy can flank it just as effectively as they can from opposite sides.

AQUATIC COMBAT

Use these rules for battles in water or underwater.

- You're off-guard unless you have a swim Speed.
- You gain resistance 5 to acid and fire.
- You take a –2 circumstance penalty to your attack rolls for bludgeoning or slashing attacks that pass through water.
- Ranged attacks made by an underwater creature or against an underwater target have their range increments halved.
- You can't cast fire spells or use actions with the fire trait underwater. As normal for how traits work, any part of the effect that's unrelated to fire still works. For example, an attack with a *flaming fangblade* could still deal its physical damage, just not its fire damage.
- At the GM's discretion, some ground-based actions might not work underwater or while floating.

Drowning and Suffocating

You can hold your breath for a number of rounds equal to 5 + your Constitution modifier. Reduce your remaining air by 1 round at the end of each of your turns, or by 2 if you attacked or cast any spells that turn. You also lose 1 round worth of air each time you are critically hit or critically fail a save against a damaging effect. If you speak (including Casting a Spell), you lose all remaining air.

When you run out of air, you fall unconscious and start suffocating. You can't recover from being unconscious and must attempt a DC 20 Fortitude save at the end of each of your turns. On a failure, you take 1d10 damage, and on a critical failure, you die. On each check after the first, the DC increases by 5 and the damage by 1d10; these increases are cumulative. Once your access to air is restored, you stop suffocating and are no longer unconscious (unless you're at 0 Hit Points).

EXPLORATION MODE

While encounters use rounds for combat, exploration is more free-form. The GM determines the flow of time, as you could be traveling by enercycle through a machine megaplex, negotiating with Free Captains, or delving in a magitech dungeon in search of archaic treasures from a lost world. Exploration lacks the immediate danger of encounter mode, but it offers its own challenges.

Much of exploration mode involves movement and roleplaying. You might be traveling from one city to another, chatting with a couple of travelers on the gravtrain along the way, or maybe you have a run-in with a friendly rival when you arrive. Instead of measuring your rate of movement in 5-foot squares every round, you measure it in feet or miles per minute, hour, or day, using your travel speed. Rather than deciding on each action every turn, you'll engage in an exploration activity, and you'll typically spend some time every day resting and making your daily preparations.

TRAVEL SPEED

Depending on how the GM tracks movement, you move in feet or miles based on your character's Speed with the relevant movement type. Typical rates are on the table below.

TRAVEL SPEED

Speed	Feet per Minute	Miles per Hour	Miles per Day
10 feet	100	1	8
15 feet	150	1-1/2	12
20 feet	200	2	16
25 feet	250	2-1/2	20
30 feet	300	3	24
35 feet	350	3-1/2	28
40 feet	400	4	32
50 feet	500	5	40
60 feet	600	6	48

The rates in the table assume traveling over flat and clear terrain at a determined pace, but one that's not exhausting. Moving through difficult terrain halves the listed movement rate. Greater difficult terrain reduces the distance traveled to one-third the listed amount. If the travel requires a skill check to accomplish, such as mountain climbing or swimming, the GM might call for a check once per hour, using the result and the table above to determine your progress.

EXPLORATION ACTIVITIES

While you're traveling and exploring, tell the GM what you'd generally like to do along the way. If you do nothing more than make steady progress toward your goal, you move at the full travel speeds given in the table.

When you want to do something other than simply travel, you describe what you're attempting to do. It isn't necessary to go into extreme detail, such as "Using my prybar from my infiltrator's toolkit, I nudge the door open a couple inches to check for security measures that respond to movement." Instead, "I'm checking the door for hazards" is sufficient. The GM finds the best exploration activity to match your description and describes the effects of that activity. Some exploration activities limit how fast you can travel and be effective.

These are the most common exploration activities.

ANALYZE ENVIRONMENT

CONCENTRATE EXPLORATION

Requirements You have environmental protection on your armor or a field scientist's kit.

You analyze your environment to determine whether it's safe by checking the gauges and sensors on your armor or a field scientist's kit you're holding. You move at half your travel speed or slower. You automatically detect any environmental hazard that your armor protects against, including the severity of the environmental condition (such as the temperature, radiation level, the presence or lack of air, and so on).

AVOID NOTICE

EXPLORATION

You attempt a Stealth check to avoid notice while traveling at half speed. If you're Avoiding Notice at the start of an encounter, you usually roll a Stealth check instead of a Perception check both to determine your initiative and to see if the enemies notice you (based on their Perception DCs, as normal for Sneak, regardless of their initiative roll results).

DEFEND

EXPLORATION

You move at half your travel speed with your shield raised. If combat breaks out, you gain the benefits of Raising a Shield before your first turn begins.

DETECT MAGIC

CONCENTRATE EXPLORATION

You cast *detect magic* at regular intervals. You move at half your travel speed or slower. You have no chance of accidentally overlooking a magic aura at a travel speed up to 300 feet per minute, but must be traveling no more than 150 feet per minute to detect magic auras before the party moves into them.

FOLLOW THE EXPERT

AUDITORY | CONCENTRATE | EXPLORATION | VISUAL

Choose an ally attempting a recurring skill check while exploring, such as climbing, or performing a different exploration tactic that requires a skill check (like Avoiding Notice). The ally must be at least an expert in that skill and must be willing to provide assistance. While Following the Expert, you match their tactic or attempt similar skill checks.

Thanks to your ally's assistance, you can add your level as a proficiency bonus to the associated skill check, even if you're untrained. Additionally, you gain a circumstance bonus to your skill check based on your ally's proficiency (+2 for expert, +3 for master, and +4 for legendary).

HUSTLE

EXPLORATION | MOVE

You strain yourself to move at double your travel speed. You can Hustle only for a number of minutes equal to your Constitution modifier × 10 (minimum 10 minutes). If you're in a group that's Hustling, use the lowest Constitution modifier among everyone to determine how fast the group can Hustle together.

IMPLANT AUGMENTATION

EXPLORATION | MANIPULATE

Prerequisites master in Medicine or Augmentation Specialist

Requirements You have a medkit.

You safely implant or remove an augmentation on a willing creature. This takes 1 hour per item level of the augmentation if using a medkit or half the normal amount of time if you have access to a hospital or medical facility. Most shops that sell augmentations have staff willing to perform the surgery as part of the cost and are experienced enough that they can perform the surgery in 10 minutes per item level instead of 1 hour per item level. This activity can be performed in downtime mode, in which case it loses the exploration trait and gains the downtime trait.

INSTALL UPGRADE

EXPLORATION | MANIPULATE

Requirements You have a repair kit and one free hand.

You spend 10 minutes installing an upgrade into a suit of armor or weapon, placing the upgrade into an empty upgrade slot. You can also use this activity to uninstall an upgrade. You can't install more upgrades than there are upgrade slots.

INVESTIGATE

CONCENTRATE | EXPLORATION

You seek out information about your surroundings while traveling at half speed. You use Recall Knowledge as a secret check to discover clues among the various things you can see and engage with as you journey along. You can use any skill that has a Recall Knowledge action while Investigating, but the GM determines whether the skill is relevant to the clues you could find.

SKILL EXPLORATION ACTIVITIES

Chapter 4: Skills includes additional exploration activities.

Access Infosphere: You use Computers to search local networks for information (page 195).

Borrow an Arcane Spell: You use Arcana to prepare a spell from someone else's spellbook (page 193).

Coerce: You use Intimidation to threaten a creature so it does what you want (page 200).

Cover Tracks: You use Survival to obscure your passing (page 208).

Decipher Writing: You use a suitable skill to understand archaic, esoteric, or obscure texts (page 186).

Gather Information: You use Diplomacy to canvass the area to learn about a specific individual or topic (page 199).

Hack: You access, control, or make changes to a secure computer system (page 196).

Identify Magic: Using a variety of skills, you can learn about a magic item, location, or ongoing effect (page 188).

Impersonate: You use Deception and usually a disguise kit to create a disguise (page 198).

Learn a Spell: You use the skill corresponding to the spell's tradition to gain access to a new spell (page 189).

Make an Impression: You use Diplomacy to make a good impression on someone (page 199).

Navigate: You plan a short journey overland or in space (page 204).

Plot Course: You plan a long journey in space (page 204).

Repair: With a repair kit and the Crafting skill, you fix a damaged item (page 196).

Sense Direction: You use Survival to get a sense of where you are or determine cardinal directions (page 208).

Squeeze: Using Acrobatics, you squeeze though very tight spaces (page 192).

Track: You use Survival to follow tracks (page 208).

Treat Wounds: You use Medicine to treat a living creature's wounds (page 202).

LIVESTREAM

CONCENTRATE | EXPLORATION

Requirements You must have an item with a camera and one free hand, mount, or uniclamp.

You record footage from your perspective using a comm unit or another device with a camera. This can be broadcast to a live audience or stored on a local device. The GM determines whether this significantly impacts your travel speed depending on the nature of your recording; simple footage doesn't affect your travel, while playing to the camera or lining up the best perspectives might require you to move at half speed.

RECHARGE

EXPLORATION | MANIPULATE

Requirements You have a battery with no remaining charges.

You recharge an expended battery. This takes 1 minute if using a charging station, which can be found in most buildings and starships.

REPEAT A SPELL

CONCENTRATE | EXPLORATION

You repeatedly cast the same spell while moving at half speed. Typically, this spell is a cantrip that you want to have in effect in the event a combat breaks out, and it must be one you can cast in 2 actions or fewer. Repeating a spell that requires making complex decisions, such as *figment*, can make you fatigued, as determined by the GM.

SCOUT

CONCENTRATE | EXPLORATION

You scout ahead and behind the group to watch danger, moving at half speed. At the start of the next encounter, every creature in your party gains a +1 circumstance bonus to their initiative rolls.

SEARCH

CONCENTRATE | EXPLORATION

You Seek meticulously for hidden doors, concealed hazards, and so on. You can usually make an educated guess as to which locations are best to check and move at half speed, but if you want to be thorough and guarantee you checked everything, you need to travel at a Speed of no more than 300 feet per minute, or 150 feet per minute to ensure you check everything before you walk into it. You can always move more slowly while Searching to cover the area more thoroughly, and the Expeditious Search feat increases these maximum Speeds. If you come across a secret door, item, or hazard while Searching, the GM will attempt a free secret check to Seek to see if you notice the hidden object or hazard. In locations with many objects to search, you have to stop and spend significantly longer to search thoroughly.

SUSTAIN AN EFFECT

CONCENTRATE | EXPLORATION

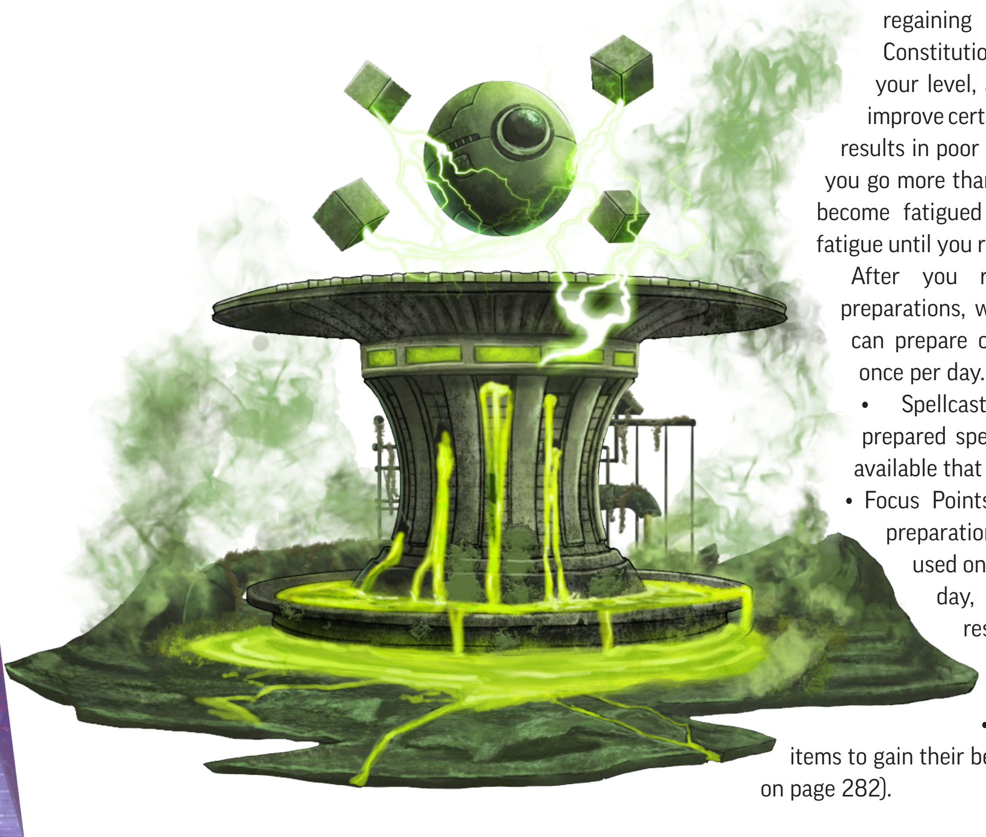
You Sustain one effect with a sustained duration while moving at half speed. Most such effects can be sustained for 10 minutes, though some specify they can be sustained for a different duration. Sustaining an effect that requires making complex decisions, such as *telekinetic tantrum*, can make you fatigued, as determined by the GM.

REST AND DAILY PREPARATIONS

You're at your best when you take time to rest and prepare. Once every 24 hours, you can take a period of rest (typically 8 hours), during which you heal naturally, regaining Hit Points equal to your Constitution modifier (minimum 1) times your level, and you might recover from or improve certain conditions. Sleeping in armor results in poor rest that leaves you fatigued. If you go more than 16 hours without resting, you become fatigued (you can't recover from this fatigue until you rest at least 8 continuous hours).

After you rest, you make your daily preparations, which takes around 1 hour. You can prepare only if you've rested, and only once per day. During preparations:

- Spellcasters regain spell slots, and prepared spellcasters choose spells to have available that day.
- Focus Points, abilities that refresh during preparations, and abilities that can be used only a certain number of times per day, including magic item uses, are reset.
- You don armor and equip weapons and other gear.
- You invest up to 10 worn magic items to gain their benefits for the day (as explained on page 282).



DOWNTIME MODE

Downtime mode is played day-by-day rather than minute-by-minute or scene-by-scene. Usually, this mode of play occurs when you're in the safety of a settlement, maybe recovering from your adventures or crafting new augmentations.

Downtime gives you time to rest fully, engage in crafting or a professional endeavor, learn new spells, retrain feats, or just have fun. You can sell items acquired during your adventures, buy new equipment, and perform other activities as determined by your feats, your skills, and the settlement where you're spending the downtime.

EARNING INCOME

The Earn Income skill action (page 186) allows you to make money using a wide variety of skills. You can get creative with the skills you attempt to use, working with the GM on the details. Some skills might be much harder to earn money with than others. Crafting, Lore, and Performance are the most reliable. Jobs in a science-fantasy world tend not to be particularly stable, so you might need to look for new tasks on a fairly regular basis.

The GM determines the levels of jobs you can find, as noted in the Earn Income activity. It's often in your best interest to determine what types of jobs are available for a small variety of skills, so you can take on the most lucrative or interesting option.

LONG-TERM REST

You can spend an entire day and night resting during downtime to recover Hit Points equal to your Constitution modifier (minimum 1) multiplied by double your level.

RETRAINING

Retraining offers a way to alter your character choices, which is helpful when you want to take your character in a new direction or change decisions that didn't meet your expectations. You can retrain feats, skills, and some selectable class features. You can't retrain your ancestry, heritage, background, class, or attribute modifiers. You can't perform other downtime activities while retraining.

Retraining usually requires you to spend time learning from a teacher, whether that entails physical training, studying on the infosphere, or falling into shared mystical trances. Your GM determines whether you can get proper training or whether something can be retrained at all. In some cases, you'll have to pay your instructor. Some abilities, like a witchwarper's paradox, can be difficult or impossible to retrain.

When retraining, you generally can't make choices you couldn't make when you initially selected the original option. For instance, you can't replace a skill feat you chose at 2nd level for a 4th-level one, or for one that requires prerequisites you didn't meet at the time you took the original feat. If you don't remember whether you met the prerequisites at the time, ask your GM to make the call. If you cease to meet the prerequisites for an ability due to retraining, you can't use that ability. You might need to retrain several abilities in sequence in order to get all the abilities you want.

SKILL DOWNTIME ACTIVITIES

Chapter 4: Skills includes several downtime activities, which are summarized here.

Craft: Using the Crafting skill, you can create items from raw materials (page 197).

Create Forgery: You forge a document (page 206).

Earn Income: You earn money, typically using Crafting, Lore, or Performance (page 186).

Subsist: You find food and shelter in the wilderness or within a settlement (page 191).

Treat Disease: You spend time caring for a diseased creature in the hope of curing that creature (page 201).

COST OF LIVING

You might need to pay your cost of living for days spent in downtime (the prices can be found on page 243). To avoid paying the cost, you can Subsist (page 191), using Society in a settlement or Survival in the wild. Experienced adventurers often have friends or patrons who take care of their living expenses. They might even have so many credits that their cost of living—even one of the more expensive options—becomes a pittance.

FEATS

You can spend a week of downtime retraining to swap out one of your feats. Remove the old feat and replace it with another of the same type. For example, you could swap a skill feat for another skill feat, but not for a mystic feat.

SKILLS

You can spend a week of downtime retraining to swap out one of your skill increases. Reduce your proficiency rank in the skill losing its increase by one step and increase your proficiency rank in another skill by one step. The new proficiency rank has to be equal to or lower than the proficiency rank you traded away. For instance, if your envoy is a master in Performance and Stealth, and an expert in Society, you could reduce the character's proficiency in Stealth to expert and become a master in Society, but you couldn't reassign that skill increase to become legendary in Performance. Keep track of your level when you reassign skill increases; the level at which your skill proficiencies changed can influence your ability to retrain feats with skill prerequisites.

You can also spend a week to retrain an initial trained skill you selected during character creation.

CLASS FEATURES

You can change a class feature that required a choice, making a different choice instead. Some, like changing a spell in your spell repertoire, take a week. The GM will tell you how long it takes to retrain larger choices like a mystic connection or an envoy leadership style—it's always at least a month.

SHOPPING AND CRAFTING

You can buy, sell, or trade at a shop or the infosphere. Ask the GM what types of shopping options are available to you—it can vary greatly depending where you're spending your downtime!

Shopping for a few common items or special ordering on the infosphere might take only a few hours, but dedicated shopping in a city or space station takes 1 day of downtime.

The Price of an item indicates the full cost to buy it. You can sell an item for half its Price. The GM might adjust these due to the particular merchants you're dealing with.

ITEM CRAFTING

You can spend downtime to use the Craft skill activity (page 197), making new items out of raw materials. Crafting can be an excellent way to refine the gear the party uses, including upgrading items and preparing ones you're likely to need on an upcoming quest.

OTHER ACTIVITIES

Work with your GM if there are other ways you want to spend downtime. You might manage a business, meditate at a cosmonastery, launch a career as a celebrity, take command of a starship fleet, start a family, or minister at a popular infosphere church. Though there are efficient options for making money or adjusting your character, it's often better to seek out fun and interesting activities that can open up new opportunities for character building, adventures, or relationships.

GOALS

You can help guide the course of the campaign by setting long-term goals that take multiple periods of downtime to complete. Talk them through with the GM and the rest of the group. Consider alliances you want to develop further or changes you want to see in the game world.

CONDITIONS APPENDIX

While adventuring, characters (and sometimes their belongings) are affected by abilities and effects that apply conditions. For example, a spell or magic item might turn you invisible or cause you to be gripped by fear. Conditions change your state of being in some way, and they represent everything from the attitude other creatures have toward you and how they interact with you to what happens when a creature drains your blood or life essence.

Conditions are persistent. Whenever you're affected by a condition, its effects last until the condition's stated duration ends, the condition is removed, or terms dictated in the condition itself cause it to end.

CONDITION VALUES

Some conditions have a number after the condition, called a condition value. This value conveys the severity of a condition, and such conditions often give you a bonus or penalty equal to their value. These values can often be reduced by skills, spells, or simply waiting. If a condition value is ever reduced to 0, the condition ends.

OVERRIDING CONDITIONS

Some conditions override others. This is always specified in the entry for the overriding condition. When this happens, all effects of the overridden condition are suppressed until the overriding condition ends. The overridden condition's duration continues to elapse, and it might run out while suppressed.

LIST OF CONDITIONS

BLINDED

You can't see. All normal terrain is difficult terrain to you. You can't detect anything using vision. You automatically critically fail Perception checks that require you to be able to see, and if vision is your only precise sense, you take a –4 status penalty to Perception checks. You're immune to visual effects. Blinded overrides dazzled.

BROKEN

Broken is a condition that affects only objects. An object is broken when damage has reduced its Hit Points to equal or less than its Broken Threshold. A broken object can't be used for its normal function, nor does it grant bonuses—with the exception of armor. Broken armor still grants its item bonus to AC, but it also imparts a status penalty to AC depending on its category: –1 for broken light armor, –2 for broken medium armor, or –3 for broken heavy armor.

A broken item still imposes penalties and limitations normally incurred by carrying, holding, or wearing it. For example, broken armor would still impose its Dexterity modifier cap, check penalty, and so forth. If an effect makes an item broken automatically and the item has more HP than its Broken Threshold, that effect also reduces the item's current HP to the Broken Threshold.

CLUMSY

Your movements become clumsy and inexact. Clumsy always includes a value. You take a status penalty equal to the condition value to Dexterity-based rolls and DCs, including AC, Reflex saves, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery.

CONCEALED

You're difficult for one or more creatures to see due to thick fog or some other obscuring feature. You can be concealed to some creatures but not others. While concealed, you can still be observed, but you're tougher to target. A creature that you're concealed from must succeed at a DC 5 flat check when targeting you with an attack, spell, or other effect. If the check fails, you aren't affected. Area effects aren't subject to this flat check.

CONFUSED

You don't have your wits about you, and you attack wildly. You're off-guard, you don't treat anyone as your ally (though they might still treat you as theirs), and you can't Delay, Ready, or use reactions.

You use all your actions to Strike or cast offensive cantrips, though the GM can have you use other actions to facilitate your attacks, such as drawing a weapon, moving so that a target is in reach, and so forth. Your targets are determined randomly by the GM. If you have no other viable targets, you target yourself, automatically hitting but not scoring a critical hit. If it's impossible for you to attack or cast spells, you babble incoherently, wasting your actions.

Each time you take damage from an attack or spell, you can attempt a DC 11 flat check to recover from your confusion and end the condition.

GROUPS OF CONDITIONS

Some conditions exist relative to one another or share a similar theme. It can be useful to look at these conditions together to understand how they interact.

Detection: Observed, hidden, undetected, unnoticed

Senses: Blinded, concealed, dazzled, deafened, invisible

Death and Dying: Doomed, dying, unconscious, wounded

Attitudes: Hostile, unfriendly, indifferent, friendly, helpful

Lowered Abilities: Clumsy, drained, enfeebled, stupefied

DEATH AND DYING RULES

The doomed, dying, unconscious, and wounded conditions all relate to the process of coming closer to death. The full rules are on pages 402–403. The most significant information not contained in the conditions themselves is this: when you're reduced to 0 Hit Points, you're knocked out with the following effects.

- You immediately move your initiative position to directly before the creature or effect that reduced you to 0 Hit Points.
- You gain the dying 1 condition. If the effect that knocked you out was a critical success from the attacker or the result of your critical failure, you gain the dying 2 condition instead. If you have the wounded condition, increase these values by your wounded value. If the damage came from a nonlethal attack or effect, you don't gain the dying condition—you're instead unconscious with 0 Hit Points.

CONTROLLED

You've been commanded or magically dominated, or you otherwise had your will subverted. The controller dictates how you act and can make you use any of your actions, including attacks, reactions, or even Delay. The controller usually doesn't have to spend their own actions when controlling you.

DAZZLED

Your eyes are overstimulated or your vision is swimming. If vision is your only precise sense, all creatures and objects are concealed from you.

DEAFENED

You can't hear. You automatically critically fail Perception checks that require you to be able to hear. You take a –2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost; attempt the check after spending the action but before any effects are applied. You're immune to auditory effects while deafened.

DOOMED

Your soul has been gripped by a powerful force that calls you closer to death. Doomed always includes a value. The dying value at which you die is reduced by your doomed value. If your maximum dying value is reduced to 0, you instantly die. When you die, you're no longer doomed.

Your doomed value decreases by 1 each time you get a full night's rest.

DRAINED

Your health and vitality have been depleted as you've lost blood, life force, or some other essence. Drained always includes a value. You take a status penalty equal to your drained value to Constitution-based rolls and DCs, such as Fortitude saves. You also lose a number of Hit Points equal to your level (minimum 1) times the drained value, and your maximum Hit Points are reduced by the same amount. For example, if you become drained 3 and you're a 3rd-level character, you lose 9 Hit Points and reduce your maximum Hit Points by 9. Losing these Hit Points doesn't count as taking damage.

Each time you get a full night's rest, your drained value decreases by 1. This increases your maximum Hit Points, but you don't immediately recover the lost Hit Points.

DYING

You're bleeding out or otherwise at death's door. While you have this condition, you're unconscious. Dying always includes a value, and if it ever reaches dying 4, you die. When you're dying, you must attempt a recovery check (page 403) at the start of your turn each round to determine whether you get better or worse. Your dying condition increases by 1 if you take damage while dying, or by 2 if you take damage from an enemy's critical hit or a critical failure on your save.

If you lose the dying condition by succeeding at a recovery check and are still at 0 Hit Points, you remain unconscious, but you can wake up as described in that condition. You lose the dying condition automatically and wake up if you ever have 1 Hit Point or more. Any time you lose the dying condition, you gain the wounded 1 condition, or increase your wounded condition value by 1 if you already have that condition.

ENCUMBERED

You're carrying more weight than you can manage. While you're encumbered, you are clumsy 1 and take a 10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.

ENFEEBLED

You're physically weakened. Enfeebled always includes a value. When you're enfeebled, you take a status penalty equal to the condition value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

FASCINATED

You're compelled to focus your attention on something, distracting you from whatever else is going on around you. You take a –2 status penalty to Perception and skill checks, and you can't use concentrate actions unless they (or their intended consequences) are related to the subject of your fascination, as determined by the GM. For instance, you might be able to Seek and Recall Knowledge about the subject, but you likely couldn't cast a spell targeting a different creature. This condition ends if a creature uses hostile actions against you or any of your allies.

FATIGUED

You are tired and can't summon much energy. You take a –1 status penalty to AC and saving throws. You can't use exploration activities performed while traveling, such as those on pages 430–431.

You recover from fatigue after a full night's rest.

FLEEING

You're forced to run away due to fear or some other compulsion. On your turn, you must spend each of your actions trying to escape the source of the fleeing condition as expediently as possible (such as by using move actions to flee, or opening doors barring your escape). The source is usually the effect or creature that gave you the condition, though some effects might define something else as the source. You can't Delay or Ready while fleeing.

FRIENDLY

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature that's friendly to a character likes that character. It's likely to agree to Requests from that character as long as they are simple, safe, and don't cost too much to fulfill. If the character (or one of their allies) uses hostile actions against the creature, the creature gains a worse attitude condition depending on the severity of the hostile action, as determined by the GM.

FRIGHTENED

You're gripped by fear and struggle to control your nerves. The frightened condition always includes a value. You take a status penalty equal to this value to all your checks and DCs. Unless specified otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.

GLITCHING

A glitching creature, hazard, or object with the tech trait experiences a combination of debilitating effects and moments of seizing up. The glitching condition always includes a value. If you have glitching equipment and take any action involving that equipment, you must attempt a flat check to see what occurs. If you have the glitching condition, you must attempt this flat check at the beginning of each of your turns. The DC of the flat check equals 5 plus your condition value or the item's condition value.

Critical Success Reduce your glitching value by 1.

Success You act as normal or use your equipment as normal.

Failure You take an item penalty to all your checks and DCs equal to your glitching value or the glitching value of the item you're attempting to use, including saving throws, attack modifiers, and the DCs of abilities, effects, and spells you use.

Critical Failure A glitching object you tried to use doesn't function, and you lose the actions you took to attempt to use it. A glitching creature uses the same effect as a failure and is also stunned 1. A glitching hazard uses the same effect as a failure.

GRABBED

You're held in place by another creature, giving you the off-guard and immobilized conditions. If you attempt a manipulate action while grabbed, you must succeed at a DC 5 flat check or it's lost; roll the check after spending the action, but before any effects are applied.

HELPFUL

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature that's helpful to a character wishes to actively aid that character. It will accept reasonable Requests from that character, as long as such requests aren't at the expense of the helpful creature's goals or quality of life. If the character (or one of their allies) uses a hostile action against the creature, the creature gains a worse attitude condition depending on the severity of the hostile action, as determined by the GM.

HIDDEN

While you're hidden from a creature, that creature knows the space you're in but can't tell precisely where you are. You typically become hidden by using Stealth to Hide. When Seeking a creature using only imprecise senses, it remains hidden, rather than observed. A creature you're hidden from is off-guard to you, and it must succeed at a DC 11 flat check when targeting you with an attack, spell, or other effect or it fails to affect you. Area effects aren't subject to this flat check.

A creature might be able to use the Seek action to try to observe you, as described on page 409.

HOSTILE

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature hostile to a character actively seeks to harm that character. It doesn't necessarily attack, but it won't accept Requests from the character.

IMMOBILIZED

You're incapable of movement. You can't use any actions that have the move trait. If you're immobilized by something holding you in place and an external force would move you out of your space, the force must succeed at a check against either the DC of the effect holding you in place or the relevant defense (usually Fortitude DC) of the creature holding you in place.

PERSISTENT DAMAGE RULES

The additional rules presented below apply to persistent damage in certain cases.

Persistent damage runs its course and automatically ends after a certain amount of time as fire burns out, blood clots, and the like. The GM determines when this occurs, but it usually takes 1 minute.

Assisted Recovery

You can take steps to help yourself recover from persistent damage, or an ally can help you, allowing you to attempt an additional flat check before the end of your turn. This is usually an activity requiring 2 actions, and it must be something that would reasonably improve your chances (as determined by the GM). For example, you might try to smother a flame or wash off acid. This allows you to attempt an extra flat check immediately, but only once per round.

The GM decides how your help works, using the following examples as guidelines when there's not a specific action that applies.

- The action to help might require a skill check or another roll to determine its effectiveness.
- Reduce the DC of the flat check to 10 for a particularly appropriate type of help, such as dousing you in water to put out flames.
- Automatically end the condition due to the type of help, such as healing that restores you to your maximum HP to end persistent bleed damage, or submerging yourself in a lake to end persistent fire damage.
- Alter the number of actions required to help you if the means the helper uses are especially efficient or remarkably inefficient.

Immunities, Resistances, and Weaknesses

Immunities, resistances, and weaknesses all apply to persistent damage. If an effect deals initial damage in addition to persistent damage, apply immunities, resistances, and weaknesses separately to the initial damage and to the persistent damage. Usually, if an effect negates the initial damage, it also negates the persistent damage, such as with a slashing weapon that also deals persistent bleed damage because it cut you. The GM might rule otherwise in some situations.

Multiple Persistent Damage Conditions

You can be simultaneously affected by multiple persistent damage conditions so long as they have different damage types. If you would gain more than one persistent damage condition with the same damage type, the higher amount of damage overrides the lower amount. If it's unclear which damage would be higher, such as if you're already taking 2 persistent fire damage and then begin taking 1d4 persistent fire damage, the GM decides which source of damage would better fit the scene. The damage you take from persistent damage occurs all at once, so if something triggers when you take damage, it triggers only once; for example, if you're dying with several types of persistent damage, the persistent damage increases your dying condition only once.

INDIFFERENT

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature that's indifferent to a character doesn't really care one way or the other about that character. Assume a creature's attitude to a given character is indifferent unless specified otherwise.

INVISIBLE

You can't be seen. You're undetected to everyone. Creatures can Seek to detect you; if a creature succeeds at its Perception check against your Stealth DC, you become hidden to that creature until you Sneak to become undetected again. If you become invisible while someone can already see you, you start out hidden to them (instead of undetected) until you successfully Sneak. You can't become observed while invisible except via special abilities or magic.

OBSERVED

Anything in plain view is observed by you. If a creature takes measures to avoid detection, such as by using Stealth to Hide, it can become hidden or undetected instead of observed. If you have another precise sense besides sight, you might be able to observe a creature or object using that sense instead. You can observe a creature with only your precise senses. When Seeking a creature using only imprecise senses, it remains hidden, rather than observed.

OFF-GUARD

You're distracted or otherwise unable to focus your full attention on defense. You take a –2 circumstance penalty to AC. Some effects give you the off-guard condition only to certain creatures or against certain attacks. Others—especially conditions—can make you off-guard against everything. If a rule doesn't specify that the condition applies only to certain circumstances, it applies to all of them, such as "The target is off-guard."

PARALYZED

You're frozen in place. You have the off-guard condition and can't act except to Recall Knowledge and use actions that require only your mind (as determined by the GM). Your senses still function, but only in the areas you can perceive without moving, so you can't Seek.

PERSISTENT DAMAGE

You're taking damage from an ongoing effect, such as from being lit on fire. This appears as "X persistent [type] damage," where "X" is the amount of damage dealt and "[type]" is the damage type. Like normal damage, it can be doubled or halved based on the results of an attack roll or saving throw. Instead of taking persistent damage immediately, you take it at the end of each of your turns as long as you have the condition, rolling any damage dice anew each time. After you take persistent damage, roll a DC 15 flat check to see if you recover from the persistent damage. If you succeed, the condition ends.

PETRIFIED

You've been turned to stone. You can't act, nor can you sense anything. You become an object with a Bulk double your normal Bulk (typically 12 for a petrified Medium creature or 6 for a petrified Small creature), AC 9, Hardness 8, and the same current Hit Points you had when alive. You don't have a Broken Threshold. When the petrified condition ends, you have the same number of Hit Points you had as a statue. If the statue is destroyed, you immediately die. While petrified, your mind and body are in stasis, so you don't age or notice the passing of time.

PRONE

You're lying on the ground. You are off-guard and take a –2 circumstance penalty to attack rolls. The only move actions you can use while you're prone are Crawl and Stand. Standing up ends the prone condition. You can Take Cover while prone to hunker down and gain greater cover against ranged attacks, even if you don't have an object to get behind, which grants you a +4 circumstance bonus to AC against ranged attacks (but you remain off-guard).

If you would be knocked prone while you're Climbing or Flying, you fall (see page 413 for the rules on falling). You can't be knocked prone when Swimming.

QUICKENED

You're able to act more quickly. You gain 1 additional action at the start of your turn each round. Many effects that make you quickened require you use this extra action only in certain ways. If you become quickened from multiple sources, you can use the extra action you've been granted for any single action allowed by any of the effects that made you quickened. Because quickened has its effect at the start of your turn, you don't immediately gain actions if you become quickened during your turn.

RESTRAINED

You are tied up and can barely move, or a creature has you pinned. You have the off-guard and immobilized conditions, and you can't use any attack or manipulate actions except to attempt to Escape or Force Open your bonds. Restrained overrides grabbed.

SICKENED

You feel ill. Sickened always includes a value. You take a status penalty equal to this value on all your checks and DCs. You can't willingly ingest anything—including serums—while sickened.

You can spend a single action retching in an attempt to recover, which lets you immediately attempt a Fortitude save against the DC of the effect that made you sickened. On a success, you reduce your sickened value by 1 (or by 2 on a critical success).

SLOWED

You have fewer actions. Slowed always includes a value. When you regain your actions, reduce the number of actions regained by your slowed value. Because you regain actions at the start of your turn, you don't immediately lose actions if you become slowed during your turn.

STUNNED

You've become senseless. You can't act. Stunned usually includes a value, which indicates how many total actions you lose, possibly over multiple turns, from being stunned. Each time you regain actions, reduce the number you regain by your stunned value, then reduce your stunned value by the number of actions you lost. For example, if you were stunned 4, you would lose all 3 of your actions on your turn, reducing you to stunned 1; on your next turn, you would lose 1 more action, and then be able to use your remaining 2 actions normally. Stunned might also have a duration instead, such as "stunned for 1 minute," causing you to lose all your actions for the duration.

GAINING AND LOSING ACTIONS

Quickened, slowed, and stunned are the primary ways you can gain or lose actions on a turn. The rules for how this works appear on page 407. In brief, these conditions alter how many actions you regain at the start of your turn; thus, gaining the condition in the middle of your turn doesn't adjust your number of actions on that turn. If you have conflicting conditions that affect your number of actions, you choose which actions you lose. For instance, the action gained from *haste* lets you only Stride or Strike, so if you need to lose one action because you're also slowed, you might decide to lose the action from *haste*, letting you keep your other actions that can be used more flexibly.

Some conditions prevent you from taking a certain subset of actions, typically reactions. Other conditions simply say you can't act. When you can't act, you're unable to take any actions at all. Unlike slowed or stunned, these don't change the number of actions you regain; they just prevent you from using them. That means if you're somehow cured of paralysis on your turn, you can act immediately.

Stunned overrides slowed. If the duration of your stunned condition ends while you're slowed, you count the actions lost to the stunned condition toward those lost to being slowed. So, if you were stunned 1 and slowed 2 at the beginning of your turn, you would lose 1 action from stunned, and then lose only 1 additional action by being slowed, so you would still have 1 action remaining to use that turn.

STUPEFIED

Your thoughts and instincts are clouded. Stupefied always includes a value. You take a status penalty equal to this value on Intelligence-, Wisdom-, and Charisma-based rolls and DCs, including Will saving throws, spell attack modifiers, spell DCs, and skill checks that use these attribute modifiers. Any time you attempt to Cast a Spell while stupefied, the spell is disrupted unless you succeed at a flat check with a DC equal to 5 + your stupefied value.

SUPPRESSED

You've been affected by a high volume of incoming fire or a particularly dangerous attack that forces you to act less efficiently for your own safety. You take a –1 circumstance penalty to attack rolls and a –10-foot status penalty to all your Speeds.

UNCONSCIOUS

You are sleeping or have been knocked out. You can't act. You take a –4 status penalty to AC, Perception, and Reflex saves, and you have the blinded and off-guard conditions. When you gain this condition, you fall prone and drop items you're holding unless the effect states otherwise or the GM determines you're positioned so you wouldn't.

If you're unconscious because you're dying, you can't wake up while you have 0 Hit Points. If you're restored to 1 Hit Point or more, you lose the dying and unconscious conditions and can act normally on your next turn.

If you're unconscious and at 0 Hit Points, but not dying, you return to 1 Hit Point and awaken after sufficient time passes. The GM determines how long you remain unconscious, from a minimum of 10 minutes to several hours. If you're healed, you lose the unconscious condition and can act normally on your next turn.

If you're unconscious and have more than 1 Hit Point (typically because you're asleep or unconscious due to an effect), you wake up in one of the following ways.

- You take damage, though if the damage reduces you to 0 Hit Points, you remain unconscious and gain the dying condition as normal.
- You receive healing, other than the natural healing you get from resting.
- Someone shakes you awake with an Interact action.
- Loud noise around you might wake you. At the start of your turn, you automatically attempt a Perception check against the noise's DC (or the lowest DC if there's more than one noise), waking up if you succeed. If creatures are attempting to stay quiet around you, this Perception check uses their Stealth DCs. Some effects make you sleep so deeply that they don't allow you this Perception check.
- If you're simply asleep, the GM decides you wake up either because you've had a restful night's sleep or something disrupted that rest.

UNDETECTED

When you're undetected by a creature, that creature can't see you at all, has no idea what space you occupy, and can't target you, though you still can be affected by abilities that target an area. When you're undetected by a creature, that creature is off-guard to you.

A creature you're undetected by can guess which square you're in to try targeting you. It must pick a square and attempt an attack. This works like targeting a hidden creature (requiring a DC 11 flat check, as described on page 425), but the flat check and attack roll are rolled in secret by the GM, who doesn't reveal whether the attack missed due to failing the flat check, failing the attack roll, or choosing the wrong square. They can Seek to try to find you, as described on page 409.

UNFRIENDLY

This condition reflects a creature's disposition toward a particular character, and only supernatural effects (like a spell) can impose this condition on a PC. A creature that's unfriendly to a character dislikes and distrusts that character. The unfriendly creature won't accept Requests from the character.

UNNOTICED

If you're unnoticed by a creature, that creature has no idea you're present. When you're unnoticed, you're also undetected. This matters for abilities that can be used only against targets totally unaware of your presence.

UNTETHERED

You're in a zero gravity (or similar) environment without a means of movement and float without support. You can't take move actions unless they specify they can be used in your current environment. At the end of your turn, you move 5 feet in the last direction you moved. You can take the Push Off action (see below) to change directions and the distance moved. Once you gain a means of moving in your environment, you lose this condition. Typically, a creature with the untethered condition in zero-gravity also gains the clumsy 1 and off-guard conditions while untethered.

PUSH OFF ◆

MOVE

Requirements You have at least one hand or leg (or suitable appendage) free, and you're untethered.

You use an object or creature of the same size or larger as you as leverage to change the direction you're floating in. Float up to half your Speed in your chosen direction. The distance you move at the end of your turn while untethered changes to the amount you moved during this action.

You can Push Off as a free action immediately after you make a successful melee Strike or Shove.

WOUNDED

You've been seriously injured. If you lose the dying condition and don't already have the wounded condition, you become wounded 1. If you already have the wounded condition when you lose the dying condition, your wounded condition value increases by 1. If you gain the dying condition while wounded, increase your dying condition value by your wounded value.

The wounded condition ends if someone successfully restores Hit Points to you using Treat Wounds, or if you are restored to full Hit Points by any means and rest for 10 minutes.

REDUNDANT CONDITIONS

You can have a given condition only once at a time. If an effect would impose a condition you already have, you now have that condition for the longer of the two durations. The shorter-duration condition effectively ends, though other conditions caused by the original, shorter-duration effect might continue.

For example, let's say you've been hit by a monster that crushes your arm; your wound causes you to be enfeebled 2 and off-guard until the end of the monster's next turn. Before the end of that creature's next turn, a trap poisons you, making you enfeebled 2 for 1 minute. In this case, the enfeebled 2 that lasts for 1 minute replaces the enfeebled 2 from the monster, so you would be enfeebled 2 for the longer duration. You would remain off-guard, since nothing replaced that condition, and it still lasts only until the end of the monster's next turn.

Any ability that removes a condition removes it entirely, no matter what its condition value is or how many times you've been affected by it. In the example above, a spell that removes the enfeebled condition from you would remove it entirely—the spell wouldn't need to remove it twice.

Redundant Conditions with Values

Conditions with different values are considered different conditions. If you're affected by a condition with a value multiple times, you apply only the highest value, although you might have to track both durations if one has a lower value but lasts longer. For example, if you had a slowed 2 condition that lasts 1 round and a slowed 1 condition that lasts for 6 rounds, you'd be slowed 2 for the first round, and then you'd change to slowed 1 for the remaining 5 rounds of the second effect's duration. If something reduces the condition value, it reduces it for all conditions of that name affecting you. For instance, in this example above, if something reduced your slowed value by 1, it would reduce the first condition from the example to slowed 1 and reduce the second to slowed 0, removing it.

GLOSSARY & INDEX

Aballon A rocky, sun-blasted planet of industry which is home to intelligent machines created by the enigmatic First Ones. 31

aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.

ability A general term referring to rules that provide an exception to the basic rules. An ability could come from a number of sources, so "an ability that gives you a bonus to damage rolls" could be a feat, a spell, and so on.

Absalom Station A space station which serves as a major hub of trade and culture in the Pact Worlds. 31

abysium (material) A glowing blue-green glowing metal that damages creatures' immune system. 278

AC (Armor Class) *See also* Armor Class. 10, 268, 395–396

access You can select an uncommon rules element if you meet the criteria listed in its access entry. 11

Access Infosphere (skill action) Search a network of computers for information. (Computers) 195–196

acid (damage type) 401

acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.

Acrobatics (skill) Perform tasks requiring coordination and grace. (Dex) 192–193

actions Discrete tasks that generate a specific effect, possibly requiring a check to determine the result. Actions can be used to accomplish a variety of things, such as moving, attacking, casting a spell, or interacting with an item or object. Most creatures can use up to 3 actions during their turn. 10, 15, **406–407**
- activities 406
- basic actions 408–411
- hostile actions 301
- single action (◆) *See also* single action. 406

active hands Multi-armed characters can only designate one pair of hands as your active hands. You can only wield items in your active hands. *See* Switch Hands.

activity A category of action that typically takes more than a single action. Activities on your turn take 2 actions (◆◆) or 3 actions (◆◆◆). Exploration and downtime activities can take minutes, hours, or days. 15–16, **406**
- exploration activities 430–432
- in encounters 428

adamantine (material) One of the hardest known metals. 278

Administer First Aid ◆◆ (skill action) Stabilize a dying creature or stanch bleeding. (Medicine) 201

adventure A single narrative—including the setup, plot, and conclusion. The player characters play through an adventure over the course of one or more game sessions, and the adventure might be part of a larger campaign. 7

adventuring gear 238–243

aeon (weapon trait) 255

aerial combat 429

affliction An affliction can affect a creature for a long time, over several different stages. The most common kinds are curses, diseases, and poisons. 422–423

age 25

agile (weapon trait) 255

Akiton A red desert planet often defined by its economic decline due to changes in starship technology. 32

Aid ⤾ (basic action) Improve an ally's skill check or attack. 408

air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air.

ally An ally is someone on your side. You are not counted as your own ally. 418

ambiguous rules 391

ammunition usually stored in magazine or battery, 254–255

amphibious (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

analog (trait) 245, 250, 255

Analyze Environment (exploration activity) check if your environment is safe. 430

anathema Actions contrary to your point of view and violations of your personal code are called anathema. If you gain anathema from a source of power such as a deity, violating the anathema can cause you to lose related abilities. 24
- deity anathema 35–39

ancestry A broad family of people that a creature belongs to. Each player character chooses an ancestry as the first step of character creation. 10, 19, 27, **41–91**
- mixed ancestry 83

anchoring (trait) 168

android (trait) A creature with this trait is a member of the android ancestry. Androids are synthetic constructed beings. An ability with this trait can be used or selected only by androids. 42–45

angel (trait) This family of celestials is native to the plane of Nirvana.

animal (trait) An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over –4, can't speak languages, and can't be trained in Intelligence-based skills.

apex (trait) 292

Apostae A hollow planetoid containing mysterious gateways to tunnel networks and ancient mechanical complexes. 34

aquatic (trait) Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.

aquatic combat 429
arc (weapon trait) 255
Arcana (skill) Know arcane magic and creature facts. (Int) 193
arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical.
  arcane spell list 302–305
archaic (item trait) 245, 250, 255
archetype A special additional theme for your character that you can choose using your class feats. 174–181
archetype (trait) This feat belongs to an archetype. 174
area A specified shape and size of an effect. 298, 300, **420**
area (burst, cone, line) (weapon trait) 255
Area Fire ◆◆ (specialty basic action) Hit each creature in a designated area. 156, 255, **410**
armor 244–249
Armor Class (AC) This score represents how hard it is to hit and damage a creature. It typically serves as the DC to hit a creature with an attack. AC = 10 + Dex modifier (up to your armor's Dex Cap) + proficiency bonus + armor's item bonus to AC + other bonuses + penalties. 10, 25, 244, **395–396**
  armor (equipment) 244–249
  shields (equipment) 250–252
Arrest a Fall ⤾ (specialty basic action) Slow your fall while flying. 410
Athletics (skill) Perform deeds of physical prowess. (Str) 193–195
attack (trait) An ability with this trait involves an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty. 10, **394–395**
attack When a creature tries to harm another creature, it makes a Strike or uses another attack action. Most attacks require an attack roll and target Armor Class. Melee attack roll modifier = Str modifier (or optionally Dex modifier for a finesse weapon) + proficiency bonus + other bonuses + penalties; Ranged attack roll modifier = Dex modifier + proficiency bonus + other bonuses + penalties. 10, 24, 253, **394–395**
  Aid (reaction used to grant a bonus to an ally's attack roll) 408
  critical hits **393**, 399, 410
  multiple attack penalty (–5 on your second attack, –10 on further attacks) 394
  nonlethal attack 399
  spell attack 394–395
  Strike (action) 410
  unarmed attack 253
attitudes 199
attribute boost An attribute boost allows you to increase one of your attribute modifiers by 1. If the attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and you must boost that attribute again at a later level to increase it by 1. When you get more than one attribute boost at once, you must apply each to a different score. 19
  alternate ancestry boosts 24
attribute flaw An attribute flaw decreases one of your attribute modifiers by 1. 23
  voluntary flaws 25
attribute modifier Each creature has six attribute modifiers: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These numbers represent a creature's raw potential and basic attributes. 10, **19**, 21, 23
  alternate ancestry boosts 24
  divine attribute (deities) 35, *Pathfinder Player Core* 35
  key attribute (class) 99
  key attribute (skill) 183
attuned (trait) 144
Aucturn A former Pact World planet that was destroyed when the Newborn hatched from it.
aucturnite (material) A dull remnant of the planet Aucturn that causes madness. 278
auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.
augmentations 288-293
  apex augmentations 292–293
  biotech augmentations 288–289
  cybernetic augmentations 289–291
  magitech augmentations 291–292
aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.
automatic (weapon trait) 255
Auto-Fire ◆◆ (specialty basic action) You hit each creature in a cone. 156, 255, **410**
Avert Gaze ◆ (specialty basic action) Avoid visual abilities. 411
Avoid Notice (exploration activity) Travel stealthily. 430
background The experiences your character had before becoming an adventurer. Each player character chooses a background during character creation. 10, 20, **92–96**
backstabber (weapon trait) 255
backswing (weapon trait) 255
Balance ◆ (skill action) Move on a narrow or unstable surface. (Acrobatics) 192
barathu (trait) A creature with this trait is a member of the barathu ancestry. Barathu are a floating, jellyfish-like ancestry who rewrite their own genetic code at will. An ability with this trait can be used or selected only by barathus. 46–49
baseline 389
basic action An action all creatures can use. 408–410
beast (trait) A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.
bleed (damage type) A type of persistent damage. 401
blinded (condition) You're unable to see. 435
bludgeoning (damage type) A type of physical damage. 401
bonus A positive value added to a calculation. Add only the highest bonus of a single type (circumstance, item, status). 10, **392**

boost (weapon trait) 255
Borai (trait) A creature with this trait has the borai versatile heritage. An ability with this trait can be used or selected only by borai. 84–87
Borrow an Arcane Spell (skill action) Temporarily gain access to an arcane spell. (Arcana, trained) 193
breakdown (weapon trait) 255
Bretheda A massive gas giant orbited by highly populated moons, home to floating arcologies known for their biotech science and artists. 33
bright light Most creatures can see normally in bright light. 424
broken (condition) This item can't be used for its normal function until repaired. 237, **435**
Broken Threshold (BT) When an object's HP reaches this number, it becomes broken. 236
BT (Broken Threshold) 236
Bulk A value indicating an item's size, weight, and general awkwardness. It takes 10 items of light Bulk to equal 1 Bulk, and 1,000 coins are 1 Bulk. A character becomes encumbered if they carry Bulk greater than 5 + their Str modifier, and they can't carry more than 10 + their Str modifier. 25, **234–235**
  conversion to different sizes 235
  creature Bulk 234–235
bulwark (armor trait) 245
Burrow ◆ (specialty basic action) Move up to your burrow Speed. 411
  burrow Speed 412
burst (area) 420
campaign A serialized story focusing on a single party of characters and taking place over multiple adventures. 7
cantrip (trait) A spell you can cast at will that is automatically heightened to half your level rounded up. 296
Cast a Spell (activity) 298
caster (weapon trait) 256
Castrovel A jungle planet teeming with psychic energy which is home to elves, lashunta, and formians. 31
celestial (trait) Creatures with this trait hail from or have a strong connection to the holy planes.
character This term is synonymous with creature, but is more often used to refer to player characters and nonplayer characters than monsters. 6–7
character sheet Formatted pages on which you can record your character choices, statistics, feats, spells, and details. 20–21, **457–460**
  character creation 17–26
Charisma (Cha) This attribute modifier measures your charm and force of personality. 19
check When you roll a d20 and add modifiers, bonuses, and penalties, then compare your result to a Difficulty Class, you're attempting a check. 10, **392–394**
  check penalty (penalty to skill checks imposed by armor) 245
  degrees of success (critical success, success, failure, critical failure) 393
  flat check 397
  recovery check (while dying) 403
  secret check 397
circumstance bonus A bonus due to a situation. 392
circumstance penalty A penalty due to a situation. 392
class The adventuring profession chosen by a character. Each player character picks a class during character creation. 10, 20, 28, **99–173**
class DC A class DC sets the difficulty for some abilities granted by your character's class. Class DC = 10 + proficiency bonus + key attribute modifier. 25, 99
class feature Any ability granted by a class is a class feature. These mainly consist of class feats and other abilities specific to the class. 100
Climb ◆ (skill action) Move along an incline or vertical surface. 193
  climb Speed 412
clumsy (condition) You can't move easily or gracefully. 435
Coerce (skill action) Make one do something. (Intimidation) 200
cold (damage type) 401
cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.
cold iron (material) Metal dangerous to devils and fey. 278–279
comfort (armor trait) 245
Command an Animal ◆ (skill action) Get an animal to obey you. (Nature) 202
common (trait) Anything that doesn't list another rarity trait (uncommon, rare, or unique) automatically has the common trait. This rarity indicates that an ability, item, or spell is available to all players who meet the prerequisites for it. 11
compact (shield trait) 250
computers (skill) Work with a computer system. (Int) 195–196
Conceal an Object ◆ (skill action) Hide an object on your person. (Stealth) 207
concealable (weapon trait) 256
concealed (condition) Low visibility makes you difficult to target. 426, **435**
concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.
concussive (weapon trait) 256
condition An ongoing effect that changes how a character can act or alters some of their statistics. 10, 419, **435–441**
  redundant conditions 441
cone (area) 420
confused (condition) You attack indiscriminately. 435
consecration (trait) A consecration spell enhances an area for an extended period of time. A given area can have only a single consecration effect at a time. The new effect attempts to counteract any existing one in areas of overlap.
Constitution (Con) This attribute modifier measures your toughness and durability. 19
construct (trait) A construct is an artificial creature empowered by a force other than vitality or void. Constructs are often mindless; they're immune to bleed damage, death effects, disease, healing, nonlethal attacks, poison, vitality, void, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they might have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

consumable (trait) An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include serums and magical consumables such as spell ampoules and spell gems. When a character creates consumable items, they can make them in batches of four.
contact (trait) This poison is delivered by contact with the skin.
controlled (condition) Another creature determines your actions. 436
conventions 391
cosmic (trait) Creatures with this trait can survive in the harsh vacuum of space and the vast distances between planets and stars. They don't breathe while in space or in a vacuum. Creatures with this trait can use their fly Speed to Fly normally in a vacuum or zero gravity environment. Unless the creature possesses a bespoke ability (such as No Breath), they remain susceptible to effects that require breathing while in normal atmosphere.
cost of living **243**, 433
counteract The process used when one effect tries to negate another. 301, **423**
cover When you're behind a physical obstacle, you get a +2 circumstance bonus to AC, Reflex saves vs. area effects, and Stealth checks. This increases to +4 for greater cover. Creatures can provide lesser cover: a +1 circumstance bonus to AC. 416
  Take Cover ◆ (basic action) 410
Cover Tracks (skill action) Conceal your trail during exploration. (Survival, trained) 208
Craft (skill action) Make an item. (Crafting, trained) **197–198**, 434
Crafting (skill) Create, understand, and repair items. (Int) 196–198
Crawl ◆ (basic action) Move 5 feet while prone. 408
Create a Diversion ◆ (skill action) Distract someone. (Deception) 198
Create Forgery (skill action) Make a false document in downtime. (Society, trained) 206
creature An active participant in the story and world, whether monster, nonplayer character, or player character.
  monster identification 190–191
credits 233
  credsticks 233
critical (weapon trait) 256
critical You can get a critical success by rolling 10 above your DC, or a critical failure by rolling 10 lower than your DC. 393–394
  critical hit (Strike) 410
  critical specialization effects (weapons) 258–259
currency 233
cycle (trait) 144
d4, d6, d8, d10, d12, d20, and d% Notations for different sizes of dice. "d20" is a twenty-sided die, for example. 6
daemon (trait) A family of fiends from Abaddon.
daily preparations During your morning preparations, you ready your gear, prepare spells, and otherwise get ready for your adventuring day. 432
  long spell durations 300
damage Damage dealt that reduces a creature's Hit Points on a 1-to-1 basis. Melee damage roll = damage die of the weapon or unarmed attack + Str mod + bonuses + penalties; Ranged damage roll = damage die of the weapon + (Str modifier for a thrown weapon or half Str mod for propulsive) + bonuses + penalties. 398–399
  damage dice 254, 398
  damage types 401
  damage while dying 403
  doubling and halving 399
  massive damage 404
  nonlethal attack 399
  persistent damage (condition) 439
darkness Creatures and objects in darkness are hidden or undetected, and creatures without darkvision have the blinded condition in darkness. 424
darkness (trait) Darkness effects extinguish non-magical light in the area and can counteract less powerful magical light. You must usually target light magic with your darkness magic directly to counteract it, but some darkness spells automatically attempt to counteract light. 299
darkvision (sense) See in black and white in darkness 424
dazzled (condition) Everything is concealed to you. 436
DC (Difficulty Class) *See also* Difficulty Class. 393
deadly (weapon trait) 256
death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP. 403
death and dying 402–404
  instant death 403–404
Deception (skill) Trick and mislead others. (Cha) 198–199
Decipher Writing (skill action) Understand obscure or coded text. (Arcana, Occultism, Religion, Society; trained) 186
dedication (trait) You must select a feat with this trait to apply an archetype to your character. Once you take a dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype. 174
Defend (exploration activity) Travel with your shield raised. 430
degrees of success The four possible outcomes of a check: critical success, success, failure, and critical failure. 393
deity Deities are powerful entities. 25, **35–39**
Delay ◇ (basic action) Take your turn later. 408
demon (trait) A family of fiends, demons hail from or trace their origins to the Outer Rifts.
Demoralize ◆ (skill action) Frighten enemies. (Intimidation) 200
Detect Magic (exploration activity) Repeatedly *detect magic*. 430–431
detecting creatures 425
detection (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.
devil (trait) A family of fiends from Hell.
devotee benefits 35–39
Dexterity (Dex) This attribute modifier measures your agility and deftness. 19
  Dexterity modifier cap (armor) 245

Diaspora An asteroid belt formed when the twin planets Damiar and Iovo were destroyed, home to smugglers, pirates, and sarcesians. 32
dice (singular "die") 6, 254
die roll Any time you roll the dice. 8, 392–393
difficult terrain It costs 5 extra feet of movement to enter a space of difficult terrain, or 10 extra for greater difficult terrain. 415
Difficulty Class (DC) The number you need to succeed at a check. To generate a DC from a modifier (like Perception DC), add 10 to the modifier. 8, **393**
  class DC (10 + proficiency bonus + key attribute modifier) 25
  counteract DC 423
  simple DCs (untrained 10, trained 15, expert 20, master 30, legendary 40) 183–184
  spell DC (10 + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties) **395**
dim light Creatures and objects in dim light are concealed. 424
Diplomacy (skill) Influence others. (Cha) 199–200
directive (trait) 108
disability 97, 240, 290–291
Disable a Device ◆◆ (skill action) Disable a trap or other complex mechanism (Computers or Thievery, trained) 209
disarm (weapon trait) 256
Disarm ◆ (skill action) Make a creature drop an item. (Athletics, trained) 195
disbelieve Attempt to ignore an illusion. 299
disharmony (trait) 144
Dismiss ◆ (specialty basic action) End an effect that can be Dismissed. 300, **411**
dispel *See also* counteract. **301**, 423
disrupting actions 407
  disrupting spells 298
divine (trait) Magic which comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical. 297
  divine spell list 305–307
djezet (material) A metal that is extremely reactive to magic. 279
domains 35–39, 380
doomed (condition) Your soul is in peril, and death is closer. 436
downtime (trait) An activity with this trait takes a day or more, and can be used only during downtime.
downtime A mode of play in which characters are not adventuring. Days pass quickly at the table, and characters engage in long-term activities. 9, 390–391, **433–434**
  downtime activities 433–434
dragging objects and creatures 235
dragon (trait) Dragons are reptilian creatures, often winged or with the power of flight. Most can exhale magical energy.
drained (condition) Something has leeched your vitality. 436
draw an item *See also* Interact. 235
Drift The mysterious plane that allows for hyperspace travel and interplanetary communication.
Drive ◆ to ◆◆◆ (skill action) Direct a vehicle to move. (Piloting) 204
drop an item *See also* Release. 235
Drop Prone ◆ (basic action) Fall flat. **408**, 439
drowning and suffocating 429
duplicate effects 391
duration 418
  spell durations 300
dying (condition) You have been reduced to 0 HP and are nearing death. 436
  death and dying rules 402–404
Earn Income (skill action) Make money during downtime. (Crafting, Lore, Performance; trained) **186–187**, 433
earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth.
edict Behaviors encouraged by your personal philosophy or code are edicts. You might also gain edicts from a source of power such as a deity. 24
  deity edicts 35–39
effect An effect is the result of an ability, though an ability's exact effect is sometimes contingent on the result of a check or other roll. 418–419
electricity (damage type) 401
electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.
elemental (trait) Elementals are creatures directly tied to an element and native to the elemental planes.
emanation (area) 420
emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.
encounter A mode of play in which time is measured in 6-second rounds and participants use precise actions. Combat takes place in encounters. 9, 397, **427–429**
  initiative 427
  special battles 429
encumbered (condition) Too much Bulk impedes your movement. 234–235, **436**
energy (damage type) An umbrella category including acid, cold, electricity, fire, force, sonic, vitality, and void damage. 401
enfeebled (condition) Your strength has been sapped away. 436
environmental protections 244
envoy (class) 103–113
  multiclass archetype 175
envoy (trait) This indicates abilities from the envoy class.
Eox A radioactive wasteland of a planet ruled by the undead who destroyed their once lush home world in a terrible disaster. 32
equipment *See also* items. 23, **233–293**
Escape ◆ (basic action) You attempt to get free when grabbed, restrained or immobilized. 408
ethereal (trait) Creatures with this trait are native to the Ethereal plane.
expend The amount of ammunition a ranged weapon consumes.
Experience Points (XP) Points that measure a player character's progress, accrued during play. Typically a PC gains a new level upon reaching 1,000 XP. 6–7, 29
expert (proficiency rank) Add your level + 4 to associated rolls and DCs. 8, 11, **392**

- **exploration** (trait) Activities with this trait take more than a turn to use and can usually be used only during exploration mode.
- **exploration** A mode of play used for traveling, investigating, and otherwise exploring. The GM determines the flow of time. 8–9, 390–391, **430–432**
  - exploration activities 430–432
- **exposed** (armor trait) 245
- **extradimensional** (trait) An effect or item with this trait creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it's removed.
- **failure** A result on a check that fails to meet the DC. Failing by 10 or more is a critical failure. If a check has no failure entry, nothing happens on a failure. 393
- **falling** When you fall more than 5 feet, you take bludgeoning damage equal to half the distance you fell and land prone. 413
- **fascinated** (condition) You're compelled to focus on one subject. 437
- **fast healing** A creature with this ability regains the given number of Hit Points each round at the beginning of its turn. 402
- **fatal** (weapon trait) 256
- **fatigued** (condition) Your defenses are lower, and you can't use exploration activities while traveling. 437
- **fear** (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.
- **feat** An ability you gain or select for your character due to their ancestry, background, class, general training, or skill training. Some feats grant special actions. 10, 16
  - ancestry feat 41
  - archetype feat 174
  - class feat 100
  - general feat 100, **210**
  - skill feat (general feat that improves skills) 100, **210**
- **Feint** ◆ (skill action) Misdirect someone to make them off-guard. (Deception, trained) 198–199
- **fey** (trait) Creatures of the First World are called the fey.
- **fiend** (trait) Creatures that hail from or have a strong connection to the unholy planes are called fiends.
- **finesse** (weapon trait) 256
- **fire** (damage type) 401
- **fire** (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.
- **flanking** When two creatures are on opposite sides of an enemy, the enemy becomes off-guard to those creatures. 417
- **flat check** A d20 roll that measures pure chance that can't have any modifiers, bonuses, or penalties applied to it. 397
- **fleeing** (condition) You must run away. 437
- **flexible** (armor trait) 245
- **flourish** (trait) You can only use one action with the flourish trait per round. 144
- **fly** ◆ (specialty basic action) Move up to your fly Speed. 411
  - aerial combat 429
  - fly Speed 412
- **focus** (trait) A spell you can cast by spending 1 Focus Point that is automatically heightened to half your level rounded up. **296–297**, 375–380
- **Focus Point** If you can cast focus spells, you have a pool of Focus Points you can use to cast them. You regain a Focus Point using the Refocus activity. 296
- **Follow the Expert** (exploration activity) Benefit from another's skill proficiency. 431
- **force** (damage type) 401
- **force** (trait) Effects with this trait deal force damage or create objects made of pure magical force.
- **Force Open** ◆ (skill action) Physically wrench something open. (Athletics) 193–194
- **forced movement** 414
- **forceful** (weapon trait) 256
- **formula** A recipe or instructions that make it easier to Craft an item. 197, **237**
- **Fortitude (Fort)** A type of saving throw used to resist diseases, poisons, and other physical effects. Fortitude modifier = Con modifier + proficiency bonus + other bonuses + penalties. 11, **396**
- **fortune** (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. 393
- **free action** (◇) An action you can use without spending one of your actions. Free actions with triggers can be used at any time, but they don't use up your 1 reaction per round. 15, **406**
- **free-hand** (weapon trait) 256
- **frequency** An ability that can't be used at will might list a frequency. 16
- **friendly** (condition) An NPC with this condition has a good attitude toward you. 437
- **frightened** (condition) Fear makes you less capable of attacking and defending. 437
- **fumble** A colloquial term for a critical failure. 393
- **fungus** (trait) Fungal creatures have the fungus trait. They are distinct from normal fungi.
- **galaxy** 30–34
- **game conventions** 391
- **Game Master (GM)** The player who adjudicates the rules and narrates the elements of the Starfinder story and world that the other players explore. **5**, 10
- **Gargantuan** (size) 413–414
- **Gather Information** (skill action) Socialize to learn things. (Diplomacy) 199
- **gear** *See also* item. 23, **233–293**
  - adventuring gear 238–243
- **gender and pronouns** 25
- **general** (trait) A type of feat that any character can select, regardless of ancestry and class, as long as they meet the prerequisites. You can select a feat with this trait when your class grants a general feat. 211
- **giant** (trait) Giants are massive humanoid creatures.

glitching (condition) Tech gear and tech creatures with the glitching condition may not function properly. 437
GM (Game Master) *See also* Game Master. **5**, 10
gods *See also* deity. 25, **35–39**
Grab an Edge ⤾ (specialty basic action) Try to catch yourself while falling. 411
grabbed (condition) something holds you in place. 437
grapple (weapon trait) 256
Grapple ◆ (skill action) Grab or restrain a target. (Athletics) 194
grenade (weapon trait) 256
grid A map with 1-inch squares used for indicating position and movement. 413
gun Any ranged weapon with the analog or tech trait. 132
Hack (skill action) Attempt to access a secured computer. (Computers) 196
Hardness A statistic representing an object's durability. 236
haunt (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death.
hazard Hazards are non-creature dangers that adventurers encounter during their journeys, including environmental hazards, haunts, and traps. Hazards appear in *GM Core*.
hazardous terrain You take damage when moving through this terrain. 415
healing 402
  long-term rest (downtime) 433
  Medicine skill 201
  natural healing (rest) 432
healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.
hefty (shield trait) 250
held item 234
helpful (condition) A helpful NPC is likely to assist you. 437
heritage A choice made to further define your ancestry. 41
  A custom heritage for characters with two ancestral lines. 83
  versatile heritages (can be chosen for a character of any ancestry) 82–91
Hero Point These points last only within a session. You can spend 1 Hero Point to reroll a check, or all your Hero Points to avoid dying. 25, **405**
heroic recovery 404
hidden (condition) A creature knows your location but can't see you. 425, **437**
Hide ◆ (skill action) Make yourself hidden. (Stealth) 207
High Jump ◆◆ (skill action) Jump vertically. (Athletics) 194
Hit Points (HP) A statistic representing the amount of physical harm a creature can take before it falls unconscious or dies. Damage decreases Hit Points on a 1-to-1 basis, while healing restores Hit Points at the same rate. 10, 21, 99–100, 402
  ancestry Hit Points 41
  class Hit Points 99–100
  item Hit Points 236, 402
  temporary Hit Points 402
holding your breath 429
holy (trait) If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness. **39**
hostile (condition) A hostile NPC is likely to attack you. 437
hostile action A hostile action is one that can harm or damage another creature, whether directly or indirectly, but not one that a creature is unaware could cause harm. 301
Hover Designated with their land Speed, hovering creatures float within 5 feet above a solid surface. 412
HP (Hit Points) *See also* Hit Points. 10, 21, 99–100, 402
Huge (size) 413–414
human (trait) A creature with this trait is a member of the human ancestry. An ability with this trait can be used or selected only by humans. 50–53
humanoid (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.
Hustle (exploration activity) Move at double your travel Speed. 431
Idari, the A world ship which transported the kasatha from a doomed planet to the Pact Worlds. 32
Identify Magic (skill action) Determine specifics of magic. (Arcana, Nature, Occultism, Religion; trained) 188–189
illusion (trait) Effects and magic items with this trait involve false sensory stimuli. 299
immobilized (condition) You can't move. 437
immunity An immunity causes a creature to ignore all damage, effects, or conditions of a certain type. 400
  object immunities 236
  temporary immunity 400
Impersonate (skill action) Pass yourself off as someone else. (Deception) 198
Implant Augmentation (exploration activity) implant or remove an augmentation. 431
imprecise sense A sense that can make creatures hidden, but not observed, such as human hearing. 424
incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's rank treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has this trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.
incline You must Climb up an incline. 415
indifferent (condition) An indifferent NPC neither likes nor dislikes you. 438
inhaled (trait) A poison with this trait is delivered when breathed in.
initiative At the start of an encounter, all participants involved roll for initiative to determine the order in which they act. 10, **427**, 428
  delay (basic action) 408
injection (weapon trait) 256
injury (trait) A poison with this trait is delivered by damaging the recipient.
installed (shield trait) 250
Install Upgrade (exploration activity) Install or uninstall an upgrade. 431

Install Upgrade (action) 268
Intelligence (Int) This attribute modifier measures your reason and intellect. 19
Interact ◆ (basic action) Grab or manipulate an object. 408
  drawing and stowing items 234
Intimidation (skill) Bend others to your will using threats. (Cha) 200
Invest an Item (activity) Invest your energy in an item as you don it. 282
Investigate (exploration activity) Study your surroundings. 431
invisible (condition) Creatures can't see you. 426, **438**
item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks. 233–293
  armor 244–249
  augmentations 288–293
  Bulk 234
  carrying, wearing, and wielding 234–235
  Crafting skill 187, **196–198**
  formulas 197, **237**
  grenades 280–281
  item bonus or penalty 392
  item damage 236
  item level 234
  shields 250–252
  shoddy 237
  shopping in downtime 434
  sizes 235
  spell ampoules 286
  spell chips 286
  spell gem 286
  weapons 253–267
  wearing toolkits 238
kasatha (trait) A creature with this trait is a member of the kasatha ancestry. Kasatha are four-armed migrants from a dying world who value cosmic balance and tradition. An ability with this trait can be used or selected only by kasathas. 54–57
key attribute Your key attribute is the attribute modifier you use to determine your class DC, as well as your spell attack modifier and spell DC if you're a spellcaster. A key attribute for a skill is the attribute modifier used for that skill. 99, 183
kickback (weapon trait) 256
knocked out When reduced to 0 HP, you fall unconscious and start dying. 402
languages 97
  regional languages 97
Large (size) 413–414
lashunta (trait) A creature with this trait is a member of the lashunta ancestry. Lashunta are charming telepaths known for their unique dimorphism. An ability with this trait can be used or selected only by lashuntas. 58–61
Leap ◆ (basic action) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet. 409
  High Jump and Long Jump (Athletics skill) 194
Learn a Spell (skill action) Learn a new spell. (Arcana, Nature, Occultism, Religion; trained) 189–190
legendary (proficiency rank) Add your level + 8 to associated rolls and DCs. 8, 11, **392**
level A number that measures something's overall power. A character has a level from 1st to 20th, and other aspects of the game also have levels. **11**, 16
  counteract rank 423
  item level 234
  leveling up 29
  spell rank (spells have a rank instead of a level, ranging from 1–10) 295–296
Liavara A gas giant which is home to dream prophets and an above-average amount of psychic energy. 33
Lie (skill action) Trick someone with a falsehood. (Deception) 198
light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness. 299
light and darkness 299, **424–425**
line (area) 420
line of effect 300, **418–419**
line of sight 419
lineage (trait) A feat with this trait indicates a character's descendance from a particular type of creature. You can have only one lineage feat. You can select a lineage feat only at 1st level, and you can't retrain into or out of these feats. 83
linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.
Livestream (exploration activity) Broadcast yourself 431–432
locus 298
Long Jump ◆◆ (skill action) Jump horizontally. (Athletics) 194
Lore (skill) Know specialized information on a narrow topic. (Int) 200
low gravity 195
low-light vision (sense) See in dim light as though it were bright light. 425
magic *See also* spell, item. 295–301
magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical. 297
magical tradition Arcane, divine, occult, and primal are the traditions of magic. 297
Make an Impression (skill action) Change someone's attitude. (Diplomacy) 199
Maneuver in Flight ◆ (skill action) Execute a difficult movement while flying. (Acrobatics, trained) 192
manifestation (trait) 144

manipulate (trait) Actions with this trait require you to physically manipulate an item or make gestures to use. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.
master (proficiency rank) Add your level + 6 to associated rolls and DCs. 8, 11, **392**
mechanical (trait) A hazard with this trait is a constructed physical object.
medical items 241–243
Medicine (skill) Heal people and help them recover from afflictions. (Wis) 201–202
Medium (size) 413–414
mental (damage type) 401
mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.
metal (trait) Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal.
mindless (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental attribute modifiers are –5. They are immune to all mental effects.
minion (trait) Minions are creatures that directly serve another creature. Your minion acts on your turn in combat, once per turn, when you spend an action to issue it commands. For a companion, you Command it; for a minion that's a spell or magic item effect, like a summoned minion, you Sustain the effect (page 411); if not otherwise specified, you issue a verbal command as a single action with the auditory and concentrate traits. If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for long enough, typically 1 minute, mindless minions usually don't act, animals follow their instincts, and sapient minions act how they please. You can have a maximum of four minions under your control.
A minion has 2 actions and 0 reactions per turn, though certain conditions (such as slowed or quickened) or abilities might give them additional actions or a reaction. Alterations to a minion's actions occur when they gain their actions for the round. A minion can't control other creatures. 299
misfortune (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. 393
mode of play The three types of play in the game—encounters, exploration, and downtime. Each has a different time scale and degree of rules precision. 8–9, 390, **427–434**
modifier A value added to a calculation that can be positive or negative. 392–393
  attribute modifier 19
modular (weapon trait) 256
money 233
monitor (trait) Creatures that hail from or have a strong connection to Axis, the Boneyard, or the Maelstrom are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.
monster A monster is a creature that is typically inhuman and serves to thwart the PCs in some way. Beneficial monsters are exceptions in most games. The GM plays the role of any monster the PCs encounter. 6
  monster identification 190–191
morph (trait) 299
mount An animal companion with this special ability supports its rider. 429
Mount ◆◆ (specialty basic action) Ride an allied creature. 411
mounted combat 429
move (trait) An action with this trait involves moving from one space to another.
movement 412–414
  counting movement 415
  forced movement 414
  in encounters and on a grid 413
  moving through creatures and objects 414
  special movement types 412
  Speed (land Speed) 11, 19, **412**
multiclass (trait) Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name. 174
multiple attack penalty You take this penalty on all attacks after the first on your turn. This is a –5 penalty on your second attack and –10 on all subsequent attacks (or –4 and –8 if your weapon or unarmed attack has the agile trait). 394
multiplying 391
mystic (class) 115–125
  epiphany spells 116, **375–377**
  multiclass archetype 176
  spell lists 305–312
mystic (trait) This indicates abilities from the mystic class.
narrow surface You must Balance to cross a narrow surface. 415
natural 1, natural 20 When you roll a d20 and the number on the die is a 1, decrease your degree of success by one step. When the number is a 20, increase the degree of success by one step. 393
Nature (skill) Know about the natural world and primal magic. (Wis) 202
Navigate (skill action) You plan a short journey. (Piloting) 204
noisy (armor trait) 245
nonlethal (trait) 256, **399**
  immunity to nonlethal 400
nonplayer character (NPC) A character controlled by the GM. 11
noqual (material) A light metal with anti-magic properties. 279
NPC (nonplayer character) 11
object *See also* item. 233–237
observed (condition) You're in clear view. 424, **438**

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. 297
occult spell list 307–310
Occultism (skill) Know about philosophies, mysticism, and occult magic. (Int) 203
off-guard (condition) You take a –2 circumstance penalty to AC. 438
olfactory (trait) An olfactory effect can affect only creatures that can smell it. This applies only to olfactory parts of the effect, as determined by the GM.
onset The delay before an affliction, elixir, or potion takes effect. 422
ooze (trait) Creatures with this trait simple anatomies.
Operate Device (skill action) You perform a basic task with a computer. (Computers) 196
operative (class) 126–137
multiclass archetype 177
operative (trait) This indicates abilities from the operative class.
orichalcum (material) A metal with strange temporal properties. 279
Pact Worlds The governing body of planets that make up the core of the primary Starfinder setting. 30–34
pahtra (trait) A creature with this trait is a member of the pahtra ancestry. Pahtra are cat-like people who value competition, music, and freedom. An ability with this trait can be used or selected only by pahtras. 62–65
Palm an Object ◆ (skill action) Take an object without being noticed. (Thievery) 209
paralyzed (condition) You can't move or fully defend yourself. 438
parry (weapon trait) 256
Starfinder baseline 389
PC (player character) *See also* player character. 11
character creation 17–26
penalty A negative value added to a calculation. Add only the worst penalty of a single type (circumstance, item, status). 10, **392–393**
multiple attack penalty (–5 on your second attack, –10 on further attacks) 253, **394**
range penalty 254, **394**
Perception A statistic measuring your ability to notice hidden objects or unusual situations. Perception is usually used for initiative rolls. Perception modifier = Wis modifier + proficiency bonus + other bonuses + penalties. 11, 24, **396–397**
initiative 396–397, 427–428
Perception and detection 424–426
Perform ◆ (skill action) Impress people with a performance. (Performance) 204
Performance (skill) Use your talents to put on a show. (Cha) 204–205
persistent damage (condition) You keep taking damage every round. 439
petrified (condition) You've been turned to stone. 439
physical (damage type) A grouping of bludgeoning, piercing, and slashing damage. 401
Pick a Lock ◆◆ (skill action) Open a lock. (Thievery, trained) 209
piercing (damage type) A type of physical damage. 401
piloting (skill) You pilot a vehicle. (Dex) 204–206
plane A vast or infinite realm that embodies some foundational aspect of reality, existing beyond and in addition to the physical Universe.
plant (trait) Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.
player One of the real people playing the game. 5
player character (character or PC) A character created and controlled by a player other than the GM. 11
Plot Course (skill action) Plan out a longer journey. (Piloting) 204
Point Out ◆ (specialty basic action) Indicate an undetected creature's location. 411
poison (damage type) 401
polymorph (trait) 299
ponderous (armor trait) 245
possession (trait) Effects with this trait allow a creature to project its mind and spirit into a target. A creature immune to mental effects can't use a possession effect. While possessing a target, a possessor's true body is unconscious (and can't wake up normally), unless the possession effect allows the creature to physically enter the target. Whenever the target takes damage, the possessor takes half that amount of damage as mental damage.

A possessor loses the benefits of any of its active spells or abilities that affect its physical body, though it gains the benefits of the target's active spells and abilities that affect their body. A possessor can use any of the target's abilities that are purely physical, and it can't use any of its own abilities except spells and purely mental abilities. The GM decides whether an ability is purely physical or purely mental. A possessor uses the target's attack modifier, AC, Fortitude save, Reflex save, Perception, and physical skills, and its own Will save, mental skills, spell attack modifier, and spell DC; benefits of invested items apply where relevant (the possessor's invested items apply when using its own values, and the target's invested items apply when using the target's values). A possessor gains no benefit from casting spells that normally affect only the caster, since it isn't in its own body.

The possessor must use its own actions to make the possessed creature act.

If a possessor reaches 0 Hit Points through any combination of damage to its true body and mental damage from the possession, it's knocked out as normal and the possession immediately ends. If the target reaches 0 Hit Points first, the possessor can either fall unconscious with the body and continue the possession or end the effect as a free action and return to its body. If the target dies, the possession ends immediately and the possessor is stunned for 1 minute.

powered (weapon trait) 256
precise sense A sense that can make creatures observed, such as human sight. 424

precision (damage type) A type of damage that increases the attack's listed damage, using the same damage type, rather than adding a separate amount. 401
prediction (trait) Effects with this trait determine what is likely to happen in the near future.
preparations *See also* daily preparations. 432
prerequisites Many feats and other abilities can be taken only if you meet their prerequisites. Prerequisites are often feats or proficiency ranks. 16
Price The credits it usually costs to purchase an item. 233–234
primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. 297
  primal spell list 310–312
Prismeni (trait) A creature with this trait has the prismeni versatile heritage. An ability with this trait can be used or selected only by prismeni. 88–91
professional (weapon trait) 256
proficiency A measure of a character's aptitude at a specific task or quality, with five ranks: untrained, trained, expert, master, and legendary. Proficiency gives a proficiency bonus. Being untrained adds a +0 bonus. Being trained, expert, master, or legendary adds your level plus 2, 4, 6, or 8, respectively. 11, **392**
  initial proficiencies 100
prone (condition) You're lying on the ground. 439
Pulonis A recently liberated, low-gravity jungle world in the Veskarium which recently became a member of the Pact Worlds. 34
Push Off ◆ (basic action) Push off something to change direction in zero gravity. 441
quickened (condition) You get an extra action each turn. 439
radiation an affliction with the disease trait. *GMC* 90–92
Raise a Shield ◆ (specialty basic action) Gain your shield's bonus to AC. 411
range 254, **418**
  range increment 254, **394**
  range penalty 394
ranged shove (weapon trait) 258
ranged trip (weapon trait) 258
rare (trait) This rarity indicates that a rules element is very difficult to find in the game world. A rare feat, spell, item or the like is available to players only if the GM decides to include it in the game, typically through discovery during play. 11
rarity How often something is encountered in the game world. The rarities are common, uncommon, rare, and unique. Anything that doesn't list a rarity is common. 11
ratfolk (trait) Another term for ysoki. An ability with this trait can be used or selected only by ratfolk or ysoki. 80
razing (weapon trait) 258
reach The distance you can physically reach with your body or a weapon. 413, 418
  creature size and reach 413–414
reach (weapon trait) 258
reaction (⤾) An action you can use even if it's not your turn. You can use 1 reaction per round. 15, **406**
  reactions in encounters 428–429
Reactive Strike ⤾ 414
Ready ◆◆ (basic action) Prepare an action to use when it's not your turn. 409
Recall Knowledge ◆ (skill action) 190–191
Recharge (exploration activity) Refill a battery's charges. 432
reckless (trait) 206
recovery (weapon trait) 258
recovery check A flat check made to see if you get worse or better while dying. 403
Reflex (Ref) A type of saving throw used to quickly dodge. Reflex modifier = Dex modifier + proficiency bonus + other bonuses + penalties. 11, **396**
Refocus (activity) Regain 1 Focus Point. 296
regeneration 402
Release ◇ (basic action) Let go of something you're holding. 409
  drawing and stowing items 235–236
Religion (skill) Know about deities, faith, and divine magic. (Wis) 206
reload 254
Repair (skill action) Fix a broken or damaged item. (Crafting) 196
Repeat a Spell (exploration activity) Repeatedly Cast a Spell as you move. 432
Reposition ◆ (skill action) Move a creature within your reach 194
Request ◆ (skill action) Get someone to help you. (Diplomacy) 199–200
requirements Some abilities can be used only if you meet their requirements. 16
reroll An ability that causes you to roll again has the fortune or misfortune trait. 393
resilient (armor trait) 245
resistance Reduces damage you take of a certain type. 400
rest Characters recover HP (normally Con modifier × level) and resources with 8 hours of sleep. 432
  long-term rest 433
restrained (condition) You are bound by restraints or a grappling creature. 439
result of a check 393
retractable (shield trait) 251
retrain You can retrain during downtime to change character choices. 433–434
revelation (trait) Effects with this trait see things as they truly are.
ritual An involved spell that takes a long time to cast. 381–387
roleplaying Describing a character's actions, often while acting from the perspective of the character. 5, 7, 11
roleplaying game (RPG) An interactive story where one player, the Game Master (GM), sets the scene and presents challenges, while other players take the roles of player characters (PCs) and attempt to overcome those challenges. 5–6
roll Any time you roll the dice, you're making a roll. The most common type of roll is a check (comparing a d20 plus modifiers against a DC). 8, 392–393
round A period of time during an encounter in which all participants get a chance to act. A round represents approximately 6 seconds in game time. 11, **427**
  durations measured in rounds 418

rounding 391
RPG (roleplaying game) 5–6
rules overview 390–391
Run Over ◆◆◆ (skill action) You try to run over or ram a target. (Piloting) 205
sanctified (trait) When you use an ability with the sanctified trait, you can choose to give it the holy trait if you have it or the unholy trait if you have that. 39
  divine sanctification **39**
save saving throw 11, 24, 300, **396**
saving throw (save) A roll made to avoid or mitigate a dangerous effect. You roll a save automatically, with no action or a reaction. The character who isn't acting rolls the d20 for a saving throw, and the creature who is acting provides the DC. There are three types of saves: Fortitude, Reflex, and Will. 11, 24, 300, **396**
  basic saving throw 300, **396**
scent (sense) Sense things using smell as an imprecise sense with a limited range. 425
Scout (exploration activity) Look ahead for danger. 432
scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.
Search (exploration activity) Look for hidden things. 432
secret (trait) The GM rolls the check for this ability in secret. 397
Seek ◆ (basic action) Scan an area for creatures or objects using Perception. 409
  Search exploration activity 432
Sense Direction (skill action) Figure out your precise location. (Survival) 208
Sense Motive ◆ (basic action) Determine if a creature is lying. 409
senses 424–425
serum (trait) 242–243
services 243
session A Pathfinder game session usually last a few hours. 5
shadow (trait) Magic with this trait involves shadows or the energy of the Netherworld.
shields 250–252
  Shield Block feat 228
  Raise a Shield action 411
shimmerstone (material) A psychically active crystalline ore that radiates a calming aura. 279
shirren (trait) A creature with this trait is a member of the shirren ancestry. Shirren are telepathic insect-like people searching for meaning after freeing themselves from the Swarm hive mind. An ability with this trait can be used or selected only by shirrens. 66–69
shoddy items 237
shove (weapon trait) 258
Shove ◆ (skill action) Push a creature. (Athletics) 194–195
siccatite (material) A metal that can be refined to hold heat or cold especially well. 279
sickened (condition) You're sick to your stomach. 439
silver (material) A shiny metal that's dangerous to devils and werecreatures. 279
single action (◆) An action that takes one of your three actions on your turn. 15, **406**
size A creature can be Tiny, Small, Medium, Large, Huge, or Gargantuan. 413–414
  items and sizes 235
skill A statistic representing the ability to perform certain tasks that require instruction or practice. Skill modifier = modifier of the skill's key attribute score + proficiency bonus + other bonuses + penalties. 11, 24, **183–185**, 397
  Aid (reaction used to grant a bonus to an ally's check) 408
  check penalty (from armor) 245
  general skill actions 186–191
  skill feat (a type of general feat related to skills) 100, 184
  skill increase 100
skill (trait) A general feat with the skill trait improves your skills and their actions or gives you new actions for a skill. A feat with this trait can be selected when a class grants a skill feat or general feat. Archetype feats with the skill trait can be selected in place of a skill feat if you have that archetype's dedication feat. 211
skittermander (trait) A creature with this trait is a member of the skittermander ancestry. Skittermander are naturally impulsive helpers. An ability with this trait can be used or selected only by skittermanders. 70–73
slashing (damage type) A type of physical damage. 401
sleep (trait) This effect causes a creature to sleep or get drowsy.
slowed (condition) You lose actions each turn. 439
Small (size) 413–414
Sneak ◆ (skill action) Move quietly while hidden. (Stealth) 207
Society (skill) Know civilization, culture, and history. (Int) 206
solarian (class) 138–149
  multiclass archetype 178
  solar manifestation A solar manifestation is a solar flare, solar nimbus, or solar weapon. 140–141
  solarian crystals 276–277
solarian (trait) This indicates abilities from the solarian class.
soldier (class) 150–161
  multiclass archetype 179
soldier (trait) This indicates abilities from the soldier class.
sonic (damage type) 401
sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage. A creature with this trait has a connection to magical sound.
space The space a creature's body occupies, and the squares a creature takes up on a grid. 413–414
speaking 410
special battles mounted, aerial, and aquatic combat 429
specialty basic action 410–411
Speed A measure of the distance a character can move using a single action, measured in feet. *See also* movement. 11, **412**
  burrow, climb, fly, and swim Speeds 412
  counting movement 415
  movement on a grid 413
  Speed penalty from armor 245

- Step and Stride actions 410
- travel Speed 430

spell A magical effect created by performing mystical incantations and gestures known only to those with special training or inborn abilities. 11, **295–387**
- areas 420–421
- attacking with a spell 300, **394–395**
- cantrips 296
- casting spells 298
- counteracting 301, **423**
- disrupting 298, **407**
- durations 300
- focus spells (epiphany and warp spells) 296–297, 375–380
- heightened spells 295
- identifying 188–189, **301**
- innate 297
- prepared 295
- ranges 298–299
- rituals 381–387
- setting triggers 301
- spell attack modifier (spellcasting attribute modifier + proficiency bonus + other bonuses + penalties) 394–395
- spell DC (10 + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties) 395
- spell descriptions 313–387
- spell lists 302–312
- spell rank (spells range in rank from 1 to 10)
- spell slots 295–296
- spell stat block 301
- spontaneous 295
- targets 298
- traditions (arcane, divine, occult, and primal) 297
- walls 301

spell attack modifier You attempt a spell attack roll when targeting a creature with aimed magic. Your multiple attack penalty applies. Spell attack modifier = spellcasting attribute modifier + proficiency bonus + other bonuses + penalties. 394–395

spell DC Your spell DC measures how hard it is to resist your spells with saving throws or to counteract them. Spell DC = 10 + spellcasting attribute modifier + proficiency bonus + other bonuses + penalties. 395

spellcaster A spellcaster is a character whose class or archetype grants them the spellcasting class feature. The ability to cast focus spells or innate spells does not by itself make a character a spellcaster. 296

spellshape (trait) Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself. 120, 300

spirit (damage type) 401

spirit (trait) Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.

splash (trait) Some weapons and effects have the splash trait. When you use a weapon or effect with the splash trait, you don't add your Strength modifier to the damage roll. A splash weapon or effect deals any listed splash damage to the target on a failure, success, or critical success, and to all other creatures within 5 feet of the target on a success or critical success. On a critical failure, the weapon or effect misses entirely, dealing no damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit.

squeeze (skill action) Move through a gap while exploring. (Acrobatics, trained) 192–193

squox Squoxes are tiny animals from Castrovel that resemble a mix of a fox and a squirrel.

stage One of the steps of an affliction. 422

Stand ◆ (basic action) Stand up from prone. 410

Starfinder Field Agent archetype 181

Starfinder Society This name is used for both a galaxy exploring organization in the game world and the real-world organized play campaign. 34, 181

starship Any vessel capable of traveling significant distances through space.

stat block 16

status bonus A bonus that typically comes from a spell or condition and represents a beneficial status. 392

status penalty A penalty that typically comes from a spell or condition and represents a detrimental status. 392

Steal ◆ (skill action) Pilfer an object in someone else's possession. (Thievery) 209

Stealth (skill) Avoid detection and conceal items. (Dex) 206–208

Step ◆ (basic action) Move 5 feet without triggering reactions. 410

Stop ◆ (skill action) Bring the vehicle to a stop. (Piloting) 205

stow an item *See also* Interact. 234–236

stowed item 234

Strength (Str) This attribute modifier measures your brawn. 19
- armor Strength statistic 245

Stride ◆ (basic action) Move up to your Speed. 410
- Speed 412

Strike ◆ (basic action) Make an attack with a weapon or unarmed attack. 410
- attack rolls 394–395

structure (trait) An item with the structure trait creates a magical building or other structure when activated. The item must be activated on a plot of land free of other structures. The structure adapts to the natural terrain, adopting the structural requirements for being built there. The structure adjusts around small features such as ponds or spires of rock, but it can't be created on water or other nonsolid surfaces. If activated on snow, sand dunes, or other soft surfaces with a solid surface underneath, the structure's foundation (if any) reaches the solid ground. If an item with this trait is activated on a solid but unstable surface, such as a swamp or an area plagued by tremors, roll a DC 3 flat check each day; on a failure, the structure begins to sink or collapse.

The structure doesn't harm creatures within the area when it appears, and it can't be created within a crowd or in a densely populated area. Any creature inadvertently caught inside the structure when the item is activated ends up unharmed inside the complete structure and always has a clear path of escape. A creature inside the structure when the activation ends isn't harmed, and it lands harmlessly on the ground if it was on an upper level of the structure.

stunned (condition) You can't act for a number of actions or an amount of time. 439–440
Stunt ◆ (skill action) You perform a maneuver with your vehicle. (Piloting) 205
stupefied (condition) Your can't access your full mental faculties, and you have trouble casting spells. 440
Subsist (skill action) Find food and shelter for free. (Society or Survival) 191
subtle (trait) A spell with the subtle trait can be cast without incantations and doesn't have obvious manifestations.
success A result on a check that equals or exceeds the DC. Exceeding the DC by 10 or more is even better—a critical success. If a stat block has no success entry, that means there is no effect on a success. 393
suffocating 429
summon (trait) 370
summoned (trait) 299
suppressed (condition) you are overwhelmed by a high volume of incoming fire. 156, **440**
Survival (skill) Travel and survive in the wild. (Wis) 208–209
Sustain ◆ (specialty basic action) Extend the duration of an effect that can be Sustained. 300, **411**
Sustain an Effect (exploration activity) Repeatedly Sustain an effect as you move. 432
sustained A spell with this duration can be extended with the Sustain specialty basic action. 300, 411
swap items *See also* Interact. 235–236
sweep (weapon trait) 258
Swim ◆ (skill action) Move through the water. (Athletics) 195
  aquatic combat 429
  swim Speed 412
Switch Hands ◆ (specialty basic action) You designate a pair of limbs as your active hands. You can only have one pair of hands designated as your active hands at a time. 254
Take Control ◆ (skill action) Take control of a vehicle. (Piloting) 205–206
Take Cover ◆ (basic action) Gain cover, or improve cover to greater cover. 410
target 418
  spell targets 298, 300
tech (trait) Equipment with the tech trait rely on electricity and may gain the glitching condition. Some creatures and hazards also have the tech trait, such as artificial intelligence, robots, and turrets. 245, 251, 258
tech gear 238–243
teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.
temporary Hit Points 402
temporary immunity An effect that makes a creature temporarily immune lets that creature avoid new effects of the same name, but it doesn't end anything caused by the effect that gave the temporary immunity. 400
terrain 415
Thievery (skill) Steal objects and dismantle locks and other mechanisms. (Dex) 209
thought (weapon trait) 258
thrown (weapon trait) 258
Tiny (size) 413–414
toolkit 238–240
touch A spell range requiring you to touch the target. 298
Track (skill action) Follow a creature's tracks. (Survival) 208–209
tracking (weapon trait) 258
tradition A fundamental category of magic (arcane, divine, occult, or primal). 297
trained (proficiency rank) Add your level + 2 to associated rolls and DCs. Some skill actions and many other rules require you to be trained. 8, 11, **392**
trait A keyword that conveys information about a rules element. Often a trait indicates how other rules interact with an ability, creature, item, or other rules element with that trait. Individual traits appear by name in this appendix. 11
  armor traits 245
  weapon traits 255–258
trap (trait) A hazard or item with this trait is constructed to hinder interlopers.
travel Speed 430
traversal (trait) These abilities can easily be adapted for other forms of movement. An action with this trait includes one or more Stride actions but can be easily adapted to other modes of movement. You can substitute a Burrow, Climb, Fly, or Swim action in place of any Stride actions if you have the corresponding movement type. (Any adjustments to the Stride, such as gaining a bonus or penalty to your Speed, still apply to the substituted movement type.)
Treat Disease (skill action) Remedy a disease in downtime. (Medicine, trained) 201
Treat Poison ◆ (skill action) Help a poisoned patient recover. (Medicine, trained) 202
Treat Wounds (skill action) Restore Hit Points to a creature. (Medicine, trained) 202
tremorsense (sense) Detect the movement of creatures along surfaces. 425
Triaxus A planet defined by its long seasons and high population of dragons. 33
trigger A specified event when you can use a reaction or free action. 16, **406–407**
  setting spell triggers 301
trip (weapon trait) 258
Trip ◆ (skill action) Knock a creature down. (Athletics) 195

Tumble Through ◆ (skill action) Move through someone's space. (Acrobatics) 192
turn During a round in an encounter, each creature takes a single turn. A creature typically uses up to 3 actions during its turn. 11, **427–428**
twin (weapon trait) 258
two-hand (weapon trait) 258
unarmed (weapon trait) 258
unarmored defense 248
uncommon (trait) Something of uncommon rarity requires special training or comes from a particular culture or part of the world. Some character choices give access to uncommon options, and the GM can choose to allow access for anyone. 11
unconscious (condition) You're asleep or knocked out. 440
  death, dying, and unconscious rules 402–404
undead (trait) Once living, these creatures were infused after death with void energy and soul-corrupting unholy magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by vitality energy and are healed by void energy, and don't benefit from healing vitality effects.
underwater combat 429
undetected (condition) A creature doesn't know your precise location. 425–426, **441**
uneven ground You must Balance or fall when crossing uneven ground. 415
unfriendly (condition) An unfriendly NPC doesn't like you. 441
unholy (trait) If a creature with weakness to unholy uses a holy item or effect, it takes damage from its weakness. **39**
unique (trait) A rules element with this trait is one-of-a-kind. 11
unlimited A spell with this duration lasts indefinitely. 300
unnoticed (condition) A creature is entirely unaware you're present. 426, **441**
untethered (condition) You are floating in a zero gravity environment. 441
until the next time you make your daily preparations A spell with this duration lasts until you next prepare, and you can extend it by leaving its spell slot open. 300
untrained (proficiency rank) The lowest proficiency rank (+0 bonus). 8, 11, **392**
untyped penalty A penalty that doesn't list a type and is cumulative with other untyped penalties. 392
unwieldy (weapon trait) 258
vague sense A sense that can detect an unnoticed creature but not determine its position, like a human's sense of smell. 424
Verces A tidally locked planet which is half frozen and half desert, with a world-spanning Ring of Nations between the two. 32
versatile (weapon trait) 258
vesk (trait) A creature with this trait is a member of the vesk ancestry. Vesk are proud reptilian conquerers with a strong desire to prove their strength. An ability with this trait can be used or selected only by vesk. 74–77
virulent (trait) 422
visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.
vitality (damage type) 401
vitality (trait) Effects with this trait heal living creatures with energy from the Forge of Creation, deal vitality energy damage to undead, or manipulate vitality energy.
void (damage type) 401
void (trait) Effects with this trait heal undead creatures with void energy, deal void damage to living creatures, or manipulate void energy. Creatures with this trait are natives of the Void. They can survive the basic environmental effects of the Void.
void healing A creature with void healing draws health from void energy rather than vitality energy. It is damaged by vitality damage and is not healed by healing vitality effects. It does not take void damage, and it is healed by void effects that heal undead.
volley (weapon trait) 258
wall spells that create walls 301
water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.
weakness Increases damage you take of a certain type. 400
weapon 253–267
  critical specialization 258–259
  weapon upgrades 272–277
  weapon traits 255–258
  wielding weapons 235
wield You are wielding a weapon or shield whenever you are holding it in the number of active hands needed to use it effectively. 235
Will A saving throw used to resist effects targeting the mind and personality. Will modifier = Wis modifier + proficiency bonus + other bonuses + penalties. 11, **396**
Wisdom (Wis) This attribute modifier measures your awareness and intuition. 19
witchwarper (class) 162–173
  warp spells 165, **377–380**
  spell lists 302–305,307–310
witchwarper (trait) This indicates abilities from the witchwarper class.
wood (trait) Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood.
worn item 234
wounded (condition) You've returned from the brink of death but remain at risk. 441
XP (Experience Points) *See also* Experience Points 6–7, 29
ysoki (trait) A creature with this trait is a member of the ysoki ancestry. Ysoki are also known as ratfolk and are known for their ingenuity and comradery. An ability with this trait can be used or selected only by ratfolk or ysoki. 78–81
zero gravity
  athletics in zero gravity 195
  untethered (condition) 419, 441
zone (trait) 168

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Character Sheet

Character Name

Player Name

Level

XP

Hero Points ⬡ ⬡ ⬡

Gain 1 at the start of each session and when granted by the GM.
Spend 1 to reroll a check.
Spend All to avoid death.

Ancestry

Heritage and Traits

Size

Background

Background Notes

Class

Class Notes

Attributes

Strength	**Dexterity**	**Constitution**	**Intelligence**	**Wisdom**	**Charisma**
○Partial Boost	○Partial Boost	○Partial Boost	○Partial Boost	○Partial Boost	○Partial Boost

Defenses

Armor Class

10 + + +

Base Dex* Prof Item

* Use armor's Dex cap if lower

Shield +

Hardness Max HP BT HP

/

Armor Proficiencies

Unarmored	Light	Medium	Heavy
☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L

Fortitude	**Reflex**	**Will**
☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L
+ +	+ +	+ +
Con Prof Item	Dex Prof Item	Wis Prof Item

Defense & Environmental Protection Notes

Hit Points

Maximum

Current HP

Temporary HP

Dying ○○○○

Wounded

Resistances and Immunities

Conditions

Skills

Skill	Proficiency				
Acrobatics	☐T ☐E ☐M ☐L	Dex +	Prof +	Item -	Armor
Arcana	☐T ☐E ☐M ☐L	Int +	Prof +	Item	
Athletics	☐T ☐E ☐M ☐L	Str +	Prof +	Item -	Armor
Computers	☐T ☐E ☐M ☐L	Int +	Prof +	Item	
Crafting	☐T ☐E ☐M ☐L	Int +	Prof +	Item	
Deception	☐T ☐E ☐M ☐L	Cha +	Prof +	Item	
Diplomacy	☐T ☐E ☐M ☐L	Cha +	Prof +	Item	
Intimidation	☐T ☐E ☐M ☐L	Cha +	Prof +	Item	
________ **Lore**	☐T ☐E ☐M ☐L	Int +	Prof +	Item	
________ **Lore**	☐T ☐E ☐M ☐L	Int +	Prof +	Item	
Medicine	☐T ☐E ☐M ☐L	Wis +	Prof +	Item	
Nature	☐T ☐E ☐M ☐L	Wis +	Prof +	Item	
Occultism	☐T ☐E ☐M ☐L	Int +	Prof +	Item	
Performance	☐T ☐E ☐M ☐L	Cha +	Prof +	Item	
Piloting	☐T ☐E ☐M ☐L	Dex +	Prof +	Item	
Religion	☐T ☐E ☐M ☐L	Wis +	Prof +	Item	
Society	☐T ☐E ☐M ☐L	Int +	Prof +	Item	
Stealth	☐T ☐E ☐M ☐L	Dex +	Prof +	Item -	Armor
Survival	☐T ☐E ☐M ☐L	Wis +	Prof +	Item	
Thievery	☐T ☐E ☐M ☐L	Dex +	Prof +	Item -	Armor

Languages

Perception

☐T ☐E ☐M ☐L

+ +

Wis Prof Item

Senses and Notes

Speed

feet

Special Movement

Strikes

Melee Strikes

Weapon

+ +

Str Prof Item

Damage

Traits and Notes

Weapon

+ +

Str Prof Item

Damage

Traits and Notes

Ranged Strikes

Weapon Range (ft.)

+ +

Dex Prof Item

Mag/Exp /

Damage

Traits and Notes

Weapon Range (ft.)

+ +

Dex Prof Item

Mag/Exp /

Damage

Traits and Notes

Weapon Range (ft.)

+ +

Dex Prof Item

Mag/Exp /

Damage

Traits and Notes

Weapon Proficiencies

Unarmed	Simple	Martial	Advanced	Other
☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L	☐T ☐E ☐M ☐L

Critical Specializations

Class DC

10 + + +

Base Key Prof Item

Reminders

Proficiency

Untrained +0
Trained 2 + level
Expert 4 + level
Master 6 + level
Legendary 8 + level

Action Icons

◆ Single Action
◆◆ Two-Action Activity
◆◆◆ Three-Action Activity
◇ Free Action
⮌ Reaction

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Ancestry and General Feats

Class Abilities

Level 1	Ancestry and Heritage Abilities Ancestry Feat Background Skill Feat		Class Feats and Features
2	Skill Feat		Class Feat
3	General Feat		Class Feature
4	Skill Feat		Class Feat
5	Ancestry Feat	Boosts	Class Feature
6	Skill Feat		Class Feat
7	General Feat		Class Feature
8	Skill Feat		Class Feat
9	Ancestry Feat		Class Feature
10	Skill Feat	Boosts	Class Feat
11	General Feat		Class Feature
12	Skill Feat		Class Feat
13	Ancestry Feat		Class Feature
14	Skill Feat		Class Feat
15	General Feat	Boosts	Class Feature
16	Skill Feat		Class Feat
17	Ancestry Feat		Class Feature
18	Skill Feat		Class Feat
19	General Feat		Class Feature
20	Skill Feat	Boosts	Class Feat

Inventory

Held Items	Bulk

Consumables	Bulk

Worn Items	Invested	Bulk

Weapons	Mag	Bulk

Bulk

Bulk

Light Items 10 light Bulk items = 1 Bulk

Encumbered Bulk 5 + Str

Maximum Bulk 10 + Str

Maximum Invested 10

Valuables	Price	Bulk

Wealth

Credits

UPB (Universal Polymer Base)

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Character Sketch

Origin and Appearance

Port of Call	Home World	Age	Gender & Pronouns	Height	Weight

Appearance

Personality

Attitude	Deity or Philosophy
Edicts	Anathema

Likes

Dislikes

Catchphrases

Campaign Notes

Notes

Allies

Enemies

Faction

Actions and Activities

Name Actions Traits Page #

Effects

Name Actions Traits Page #

Effects

Name Actions Traits Page #

Effects

Name Actions Traits Page #

Effects

Free Actions and Reactions

Name ○◈ ○⤾ Traits Page #

Trigger

Effects

Name ○◈ ○⤾ Traits Page #

Trigger

Effects

Name ○◈ ○⤾ Traits Page #

Trigger

Effects

Name ○◈ ○⤾ Traits Page #

Trigger

Effects

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Magical Tradition

Arcane **Occult**
Primal **Divine**

○ Prepared Caster
○ Spontaneous Caster

Spell Statistics

Spell Attack

☐ T
☐ E
☐ M
☐ L

+
Key **Prof**

Spell DC

☐ T
☐ E
☐ M
☐ L

10 + +
Base **Key** **Prof**

Cantrips

Cantrips per Day

Cantrip Rank
1/2 your level rounded up

Name	Actions	Prep

Focus Spells

Focus Points ○○○

Focus Spell Rank
1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions

Innate Spells

Name	Actions	Freq

Spell Slots

Spells per Day										
Spell Rank	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Spells Remaining										

Spells

Name	Actions	Rank	Prep

Name	Actions	Rank	Prep

Rituals

Name	Rank	Cost

Name	Rank	Cost

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